

# “Jelly Beans Have Power”

## 1042-250

### Network Pitch Board

Date 01/28/16

- ☒ Board Team Final
- ☒ Network Approval Board 01/28/16
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
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Supervising Director  
Elizabeth Ito

Storyboard by  
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Hanna K. Nystrom

Animation Studio  
SAEROM



ADVENTURE TIME



Sc. Pnl. Bg. day night

Jelly Beans  
have  
Power ✨

Sc. 01 Pnl. A Bg. day night

Dialog:	SFX: *SPRRRT! * (0/5) SLIME PRINCESS : HA HA HA HA...
Action:	-Outside shot of Candy Kingdom
Timing:	

1042-250

EPISODE #

Production :

# ADVENTURE TIME



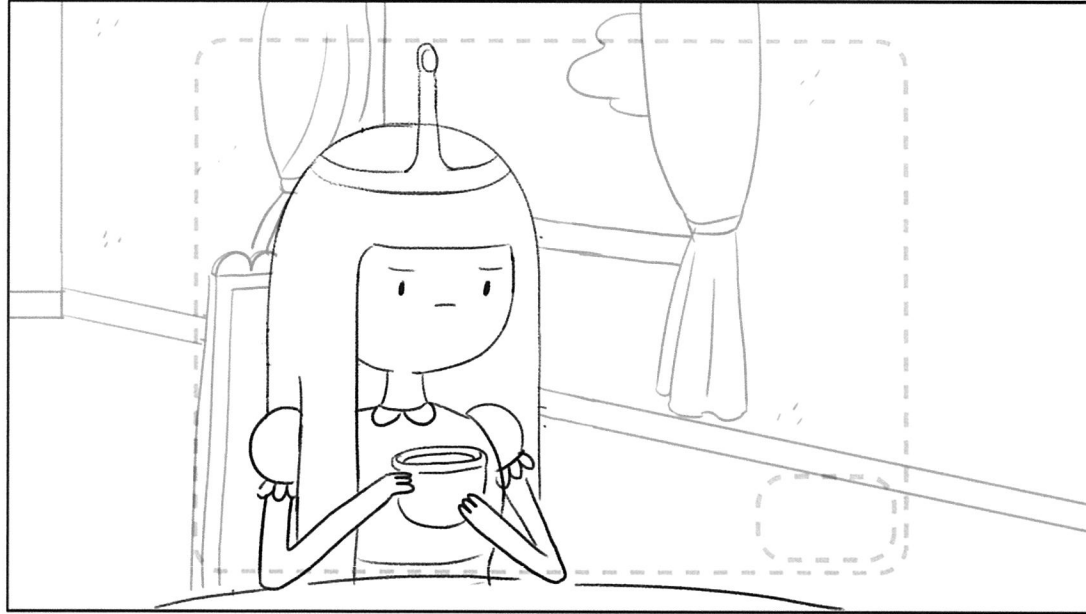
Page 02

Sc. 2

Pnl. A

Bg.

day night

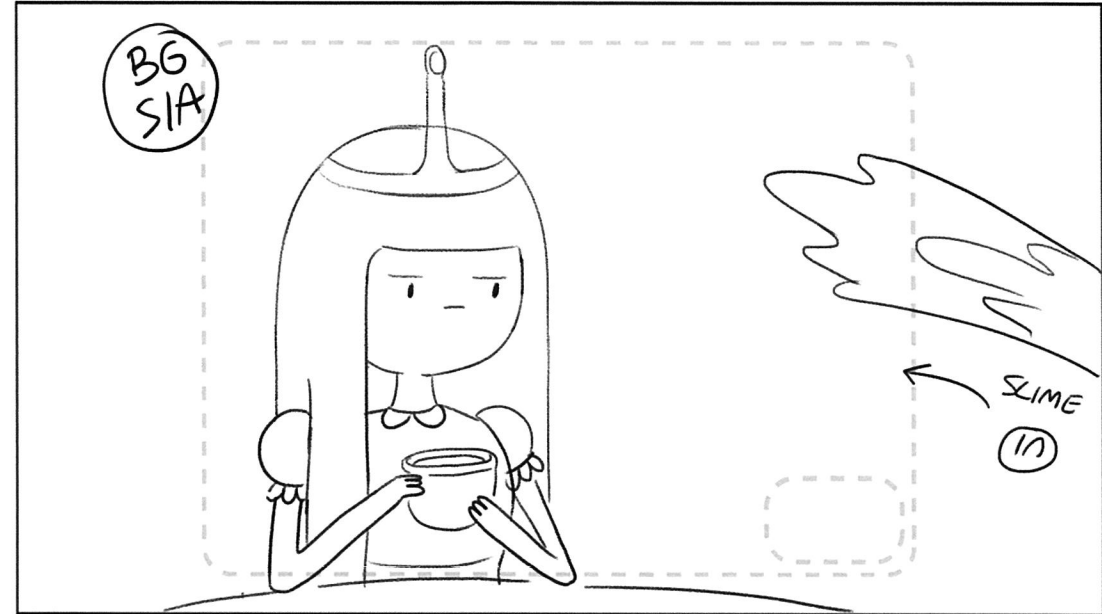


Sc. 2

Pnl. B

Bg.

day night



Dialog:

SP: ... AND THEN I WAS LIKE --

SFX: \* SPRRRRT! \*

Action:

- SLIME JET SHOOTS ON/S.

Timing:

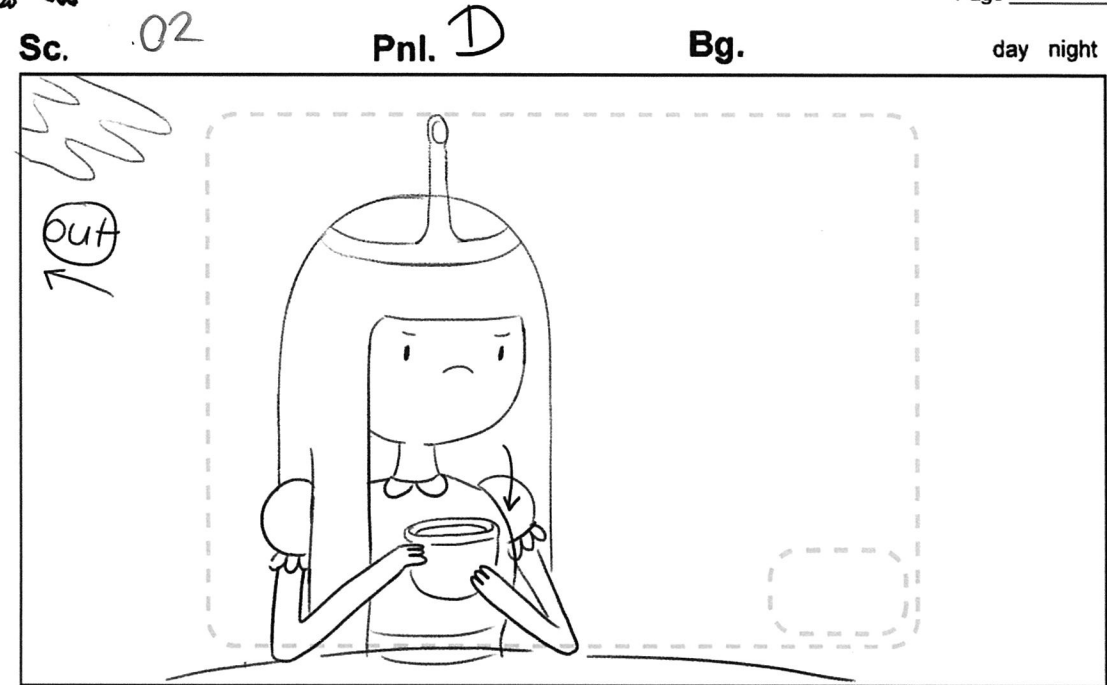
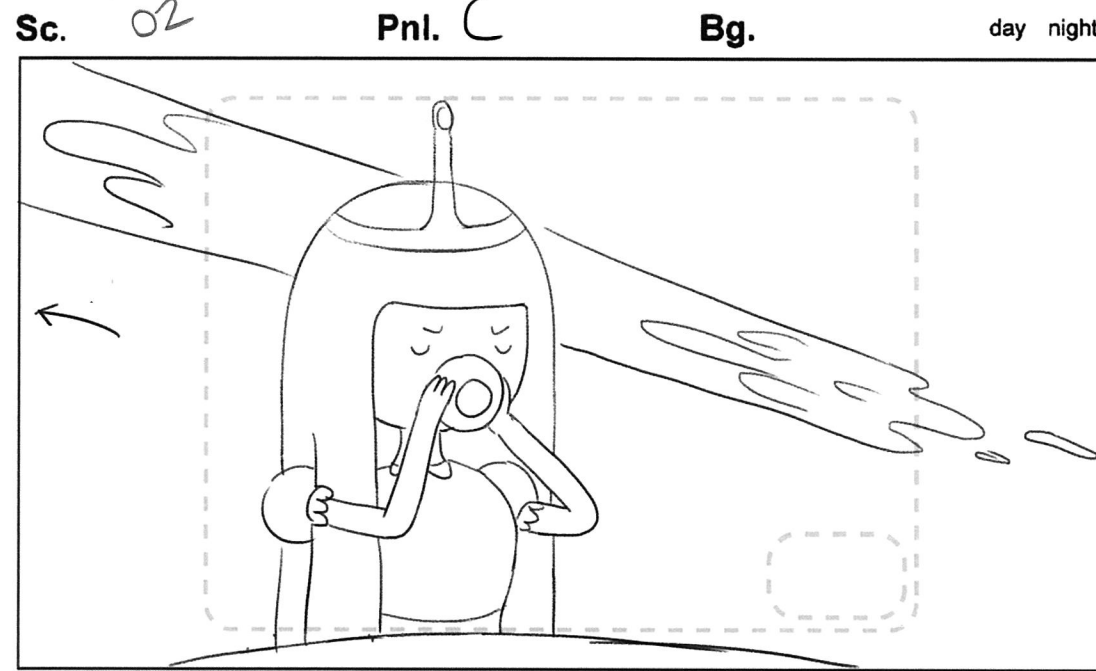
EPISODE # 1042-250

Production :

# ADVENTURE TIME



Page 03



## Dialog:

SP: there's a slime and place for everything.  
(O.S)

SP : And they were all --  
(O/S)

## Action:

- SLIME JET CONTINUES THROUGH SCENE.

## Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



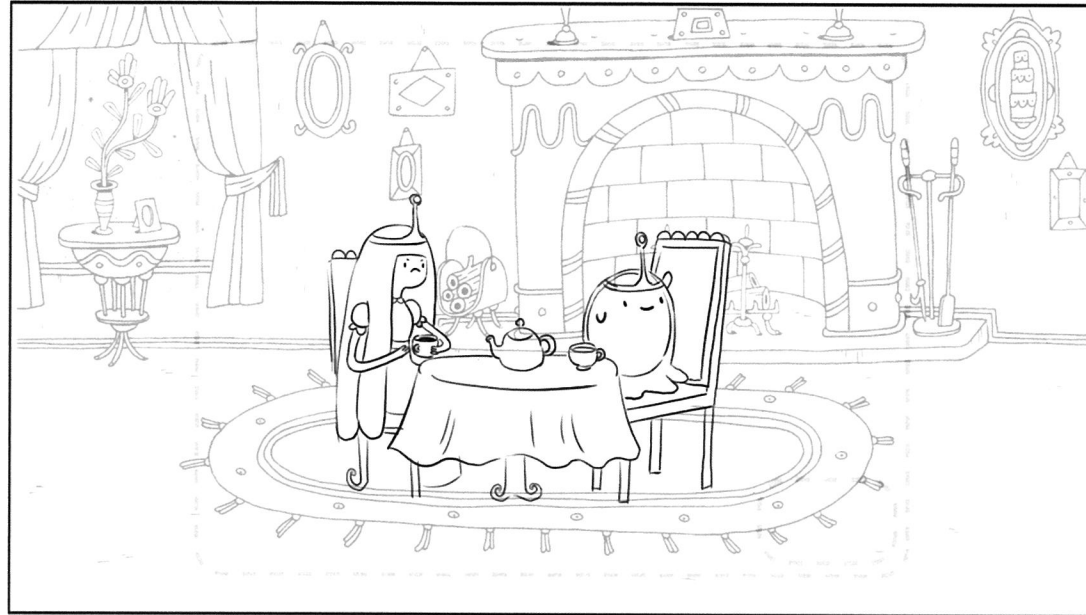
Page 04

Sc. 3

Pnl. A

Bg.

day night

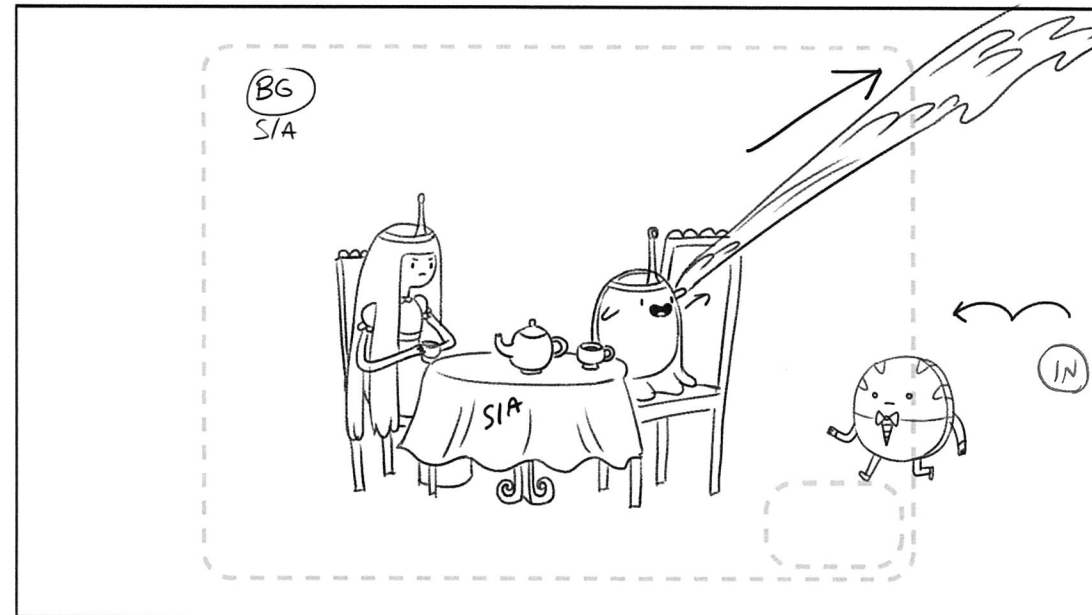


Sc. 3

Pnl. B

Bg.

day night



Dialog:

SP: OMG, SO COOL!

SP: YOU'RE THE GREATEST  
slime elemental eveer.

Action:

-SP SHOOTS ANOTHER SLIME JET.

-PCP-BUT WALKS ON/S.

Timing:

EPISODE #

1042-250

Production :

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# ADVENTURE TIME

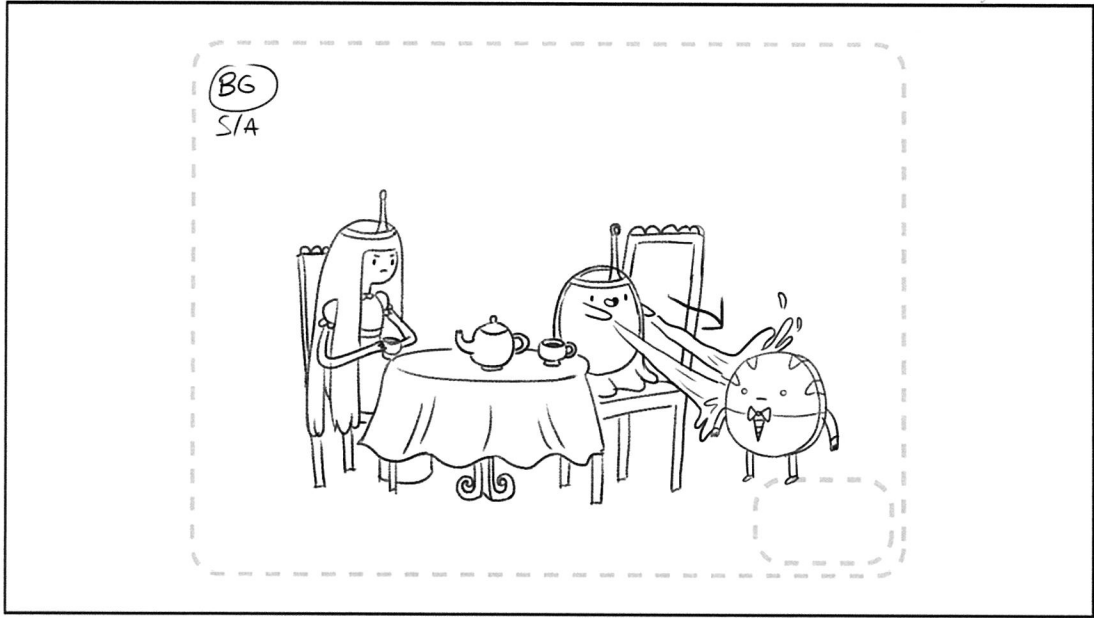


Sc. 3

Pnl. C

Bg.

day night

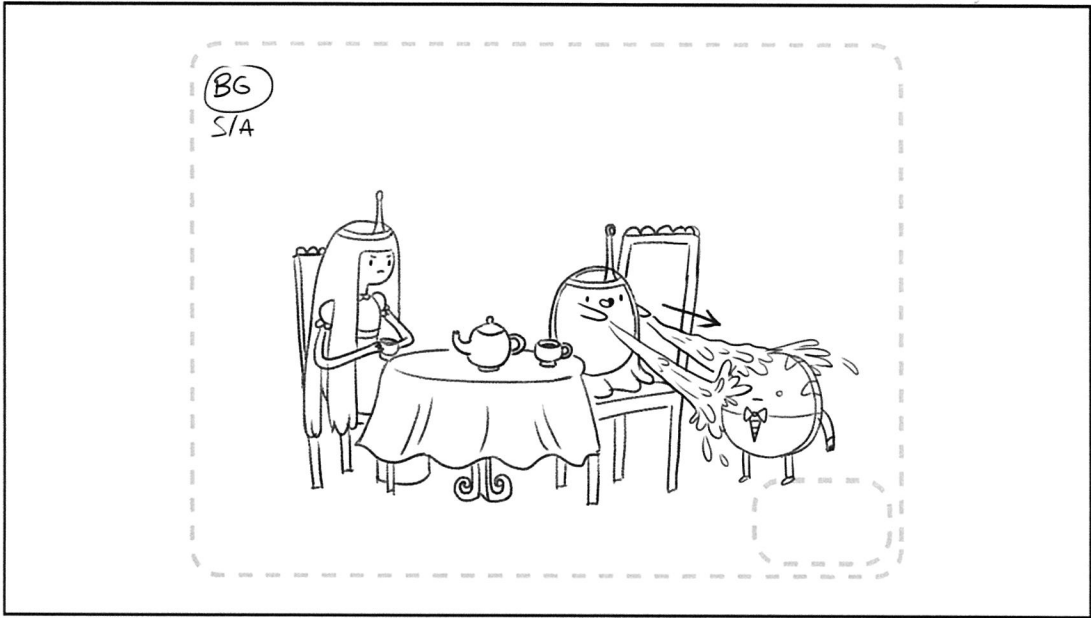


Sc. 3

Pnl. D

Bg.

day night



Dialog:

SP: Too bad you didn't invite Flame Princess and Patience ST. PIM --

SP: To this party celebrating my new powers!

Action:

— SP slimes PepB

Timing:

1042-250

EPISODE #

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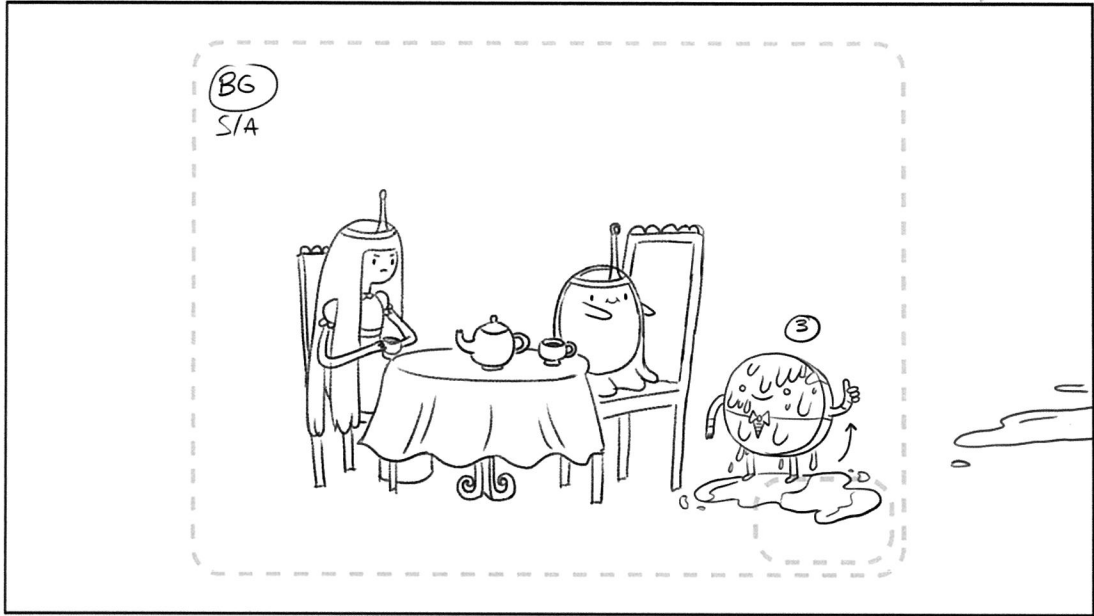


Sc. 3

Pnl. E

Bg.

day night

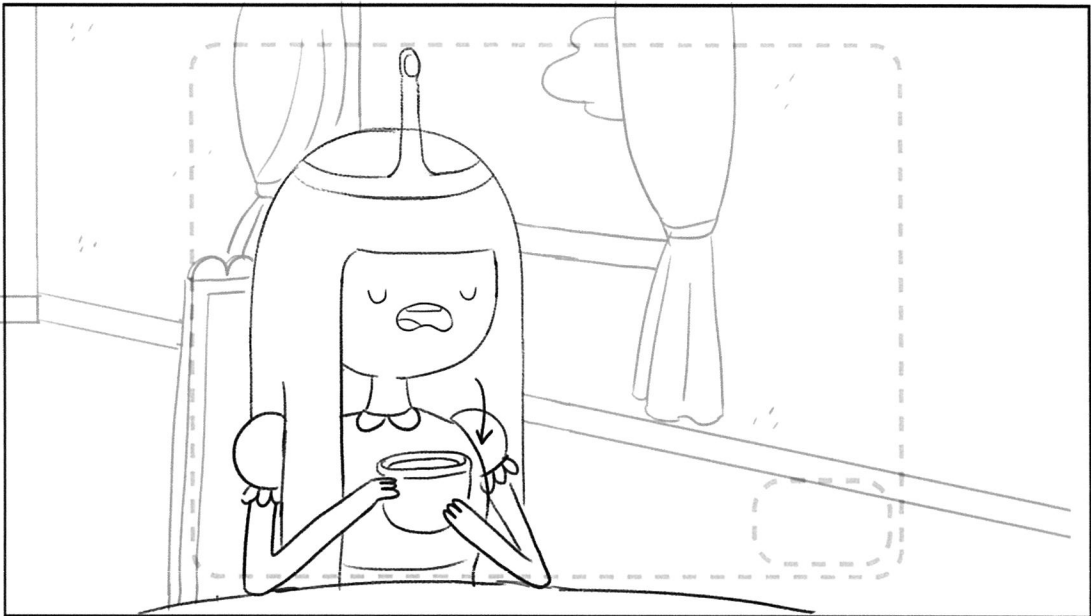


Sc. 4

Pnl. A

Bg.

day night



Dialog:

FB: It's not to celebrate --

Action:

- PEP BUT GIVES A THUMBS UP.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



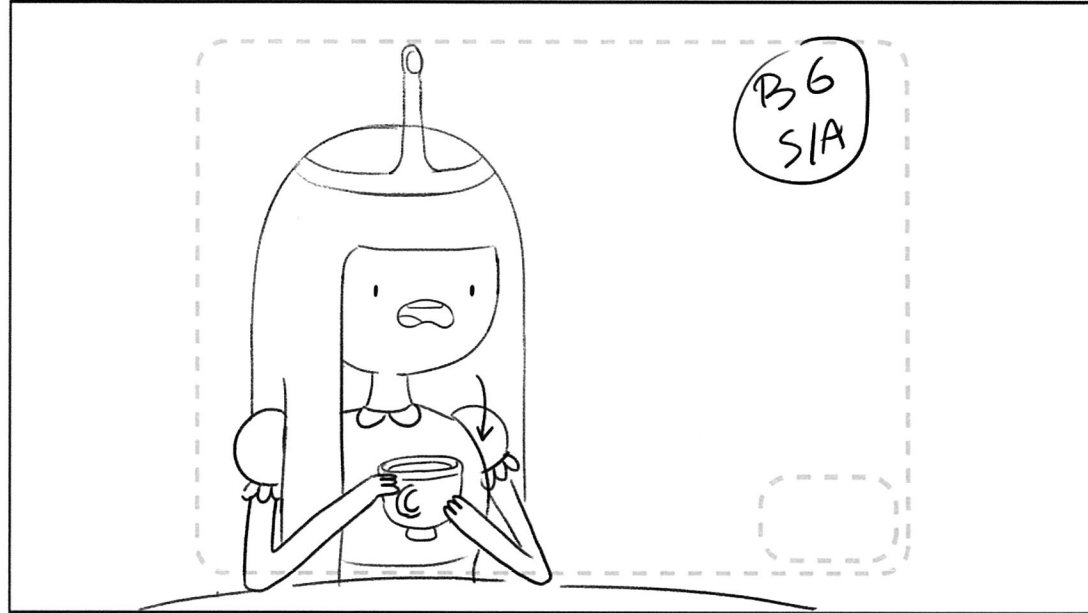
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Sc. 4

Pnl. B

Bg.

day night

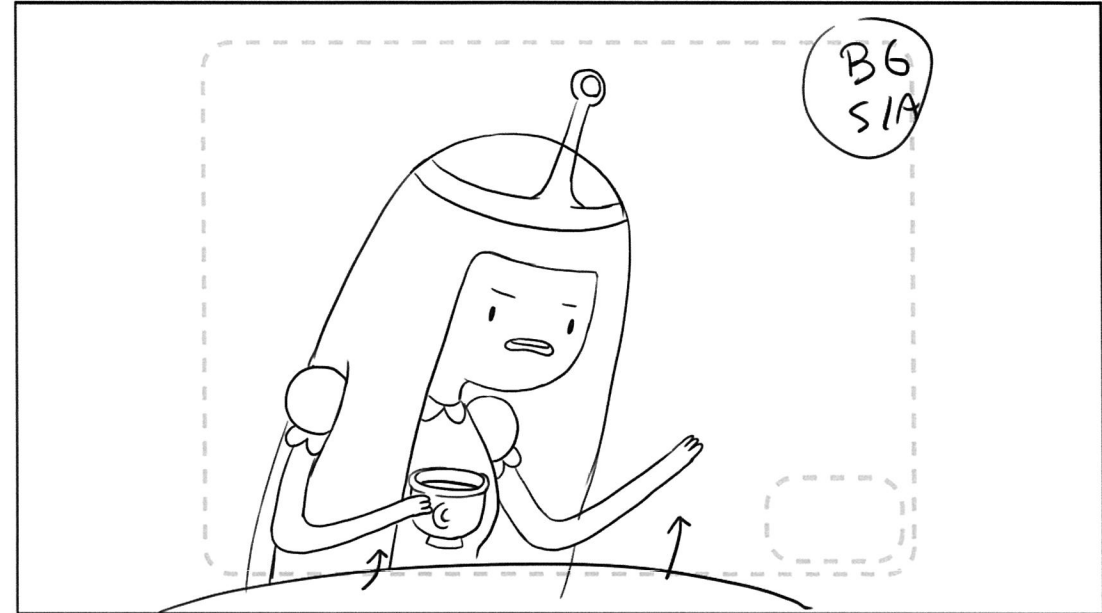


Sc. 4

Pnl. C

Bg.

day night



Dialog:

PB: Wait, Patience is totally Crabcakes!  
alt: Wait, Patience is totally nutcakes!

PB: She kidnapped us and messed with our molecules.

Action:

Timing:

1042-250

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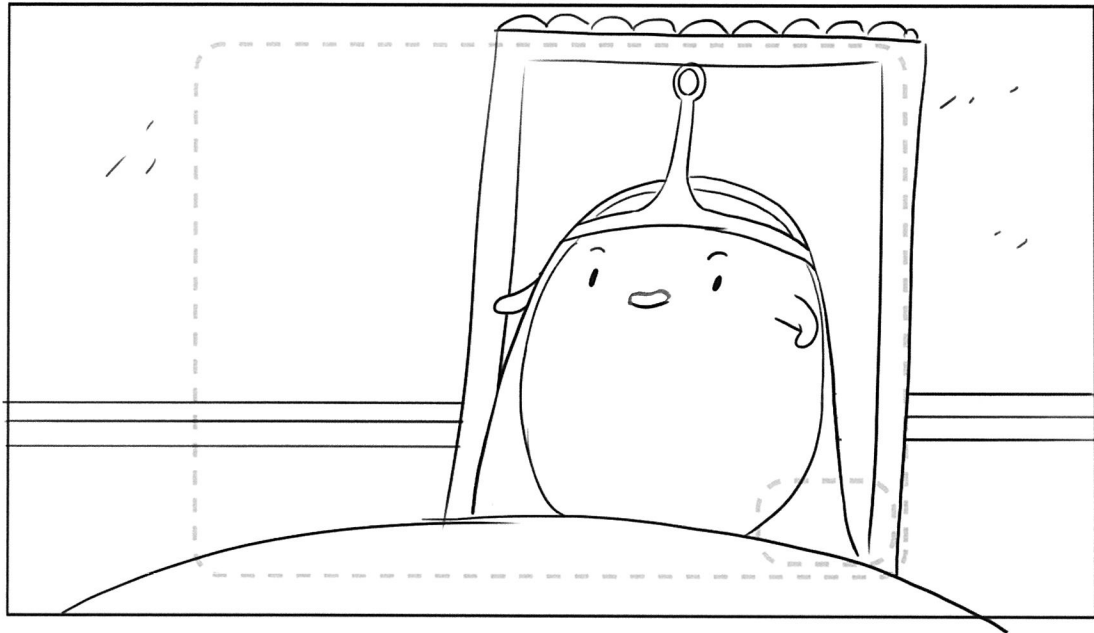


Sc. 4

Pnl. D

Bg.

day night

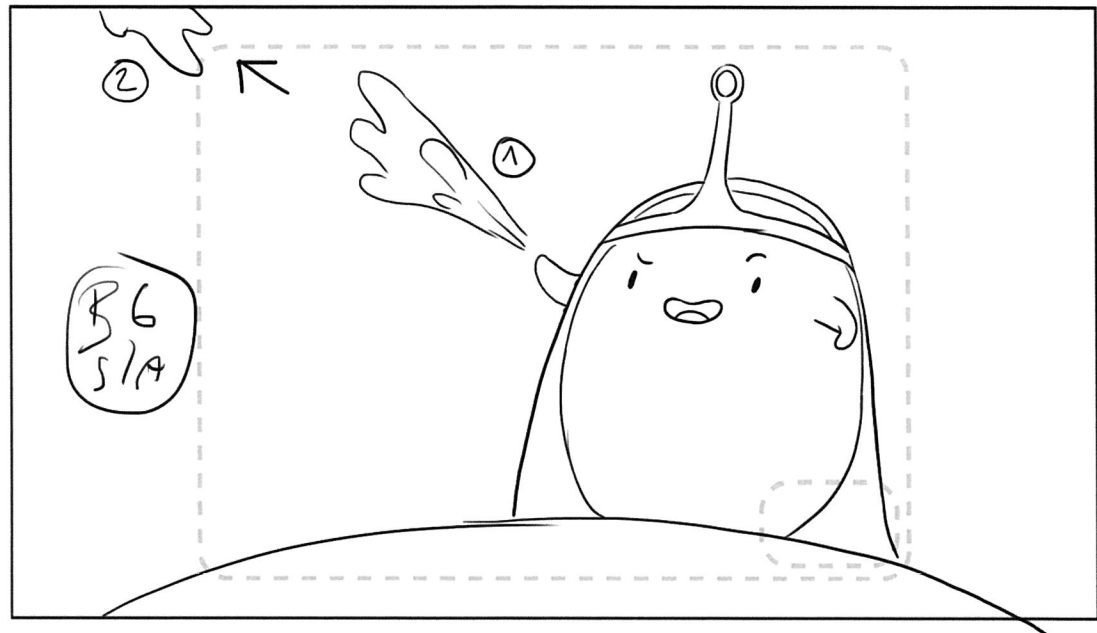


Sc. 4

Pnl. E

Bg.

day night



Dialog:

SP: SO WHAT --

SP: She gave us these groovy  
POWERS.

Action:

- SP SHOOTS A FLAME

Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME



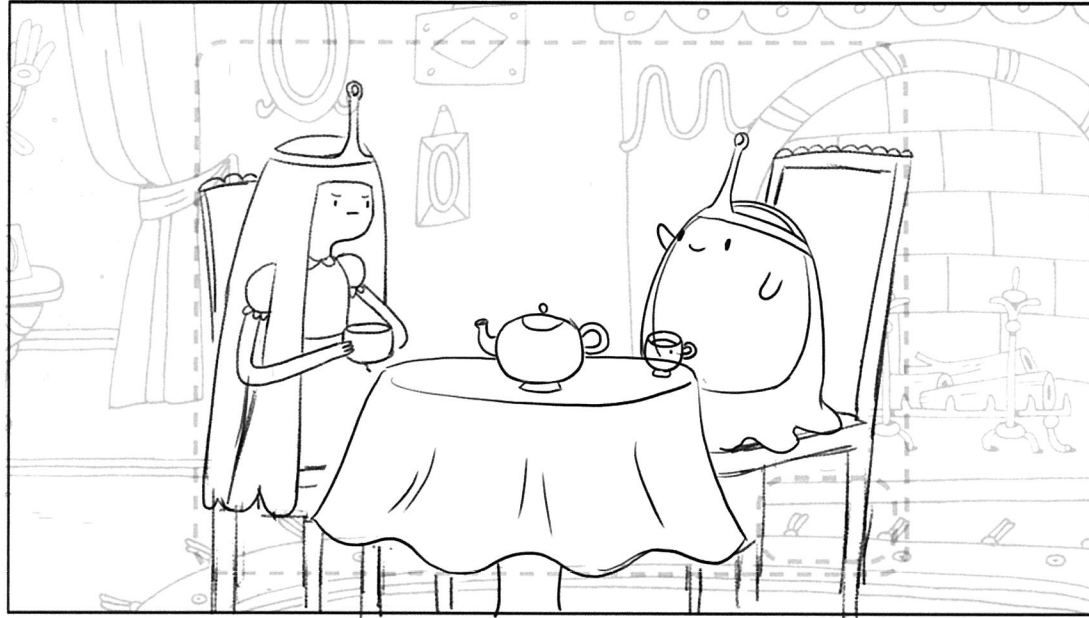
Page 09

Sc. 5

Pnl. A

Bg.

day night

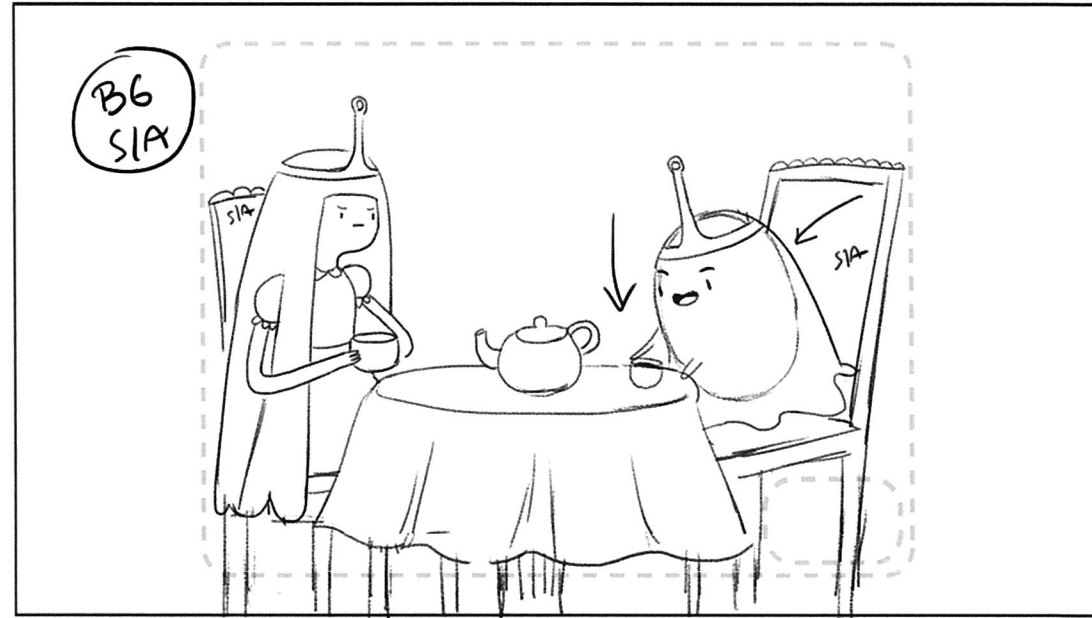


Sc. 5

Pnl. B

Bg.

day night



Dialog:

SP: My whole kingdom hasn't  
stopped applauding for days

Action:

-SP ANTICS DOWN.

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



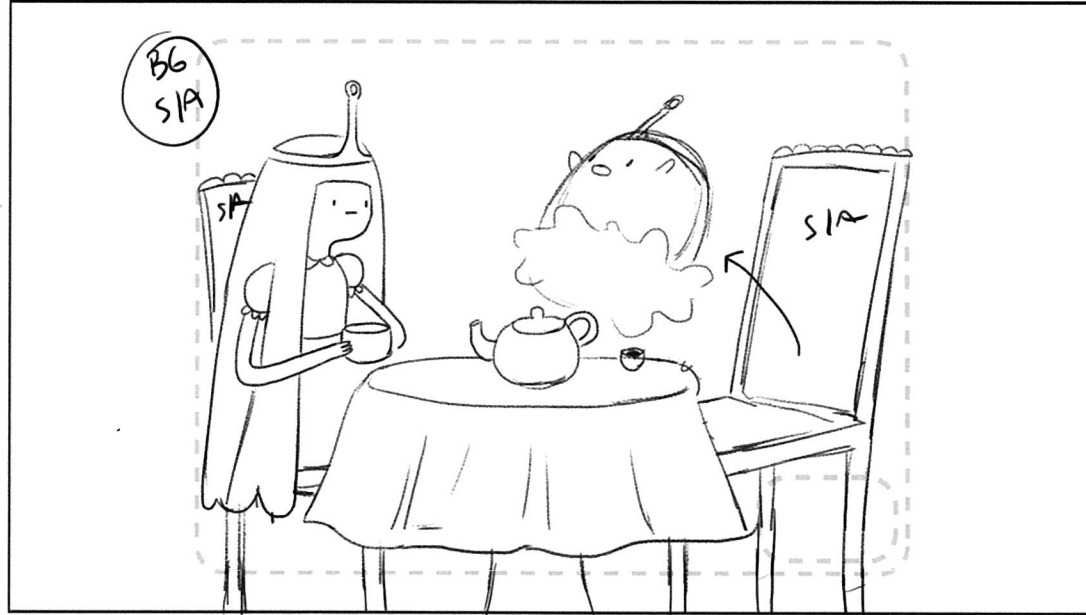
Page 10

Sc. 5

Pnl. C

Bg.

day night

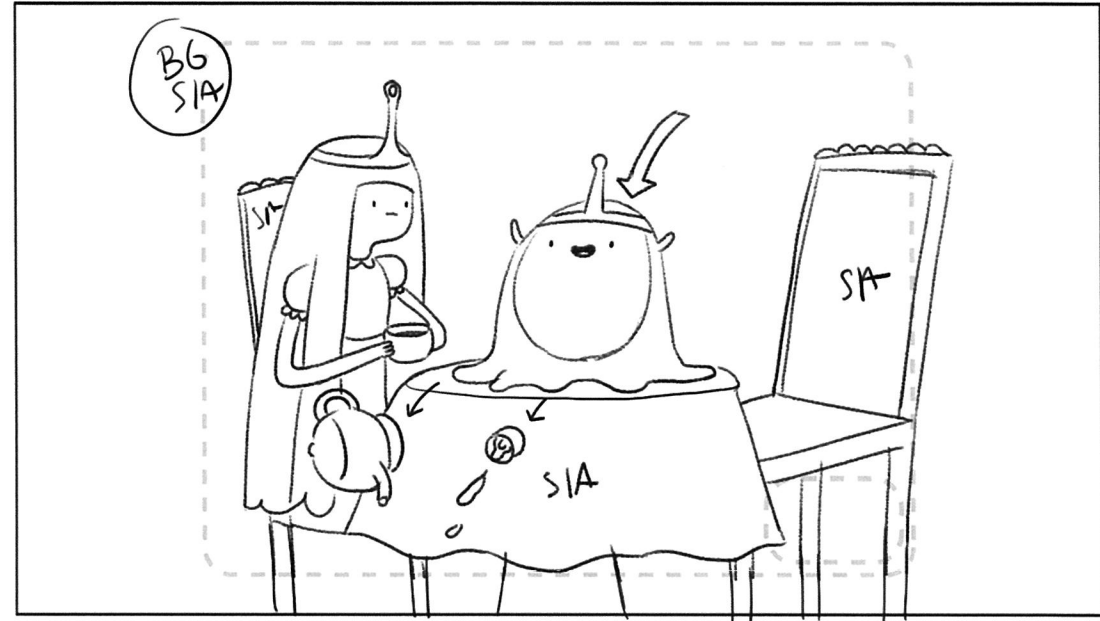


Sc. 5

Pnl. D

Bg.

day night



Dialog:

SP: Try not clapping --

SP: -- for this!

Action:

- SP HOPS ONTO TABLE, KNOCKING  
POT AND TEACUP OFF TABLE.

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



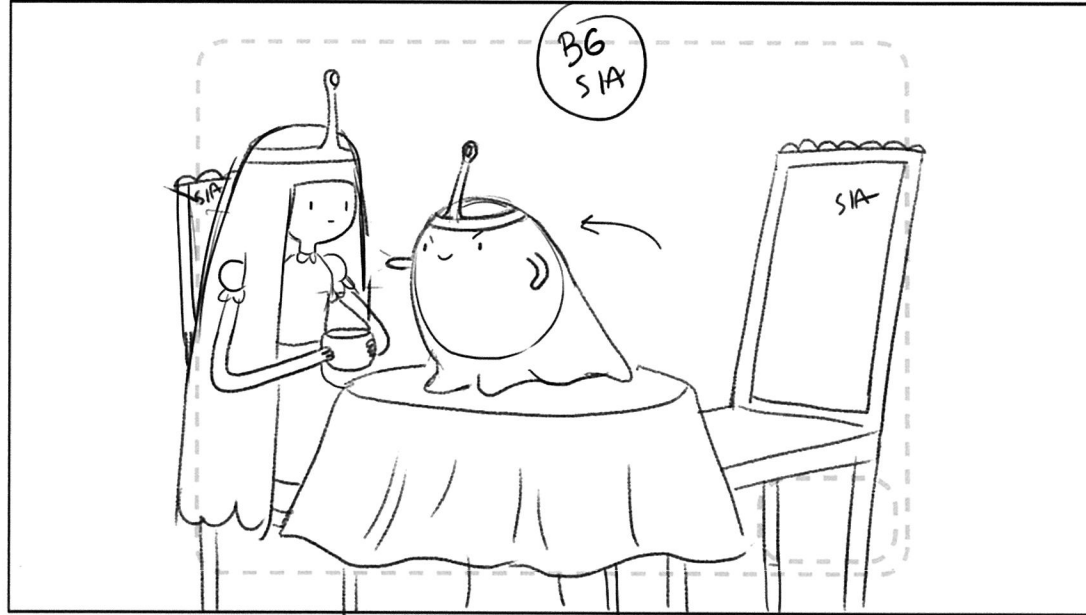
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Sc. 5

Pnl. E

Bg.

day night

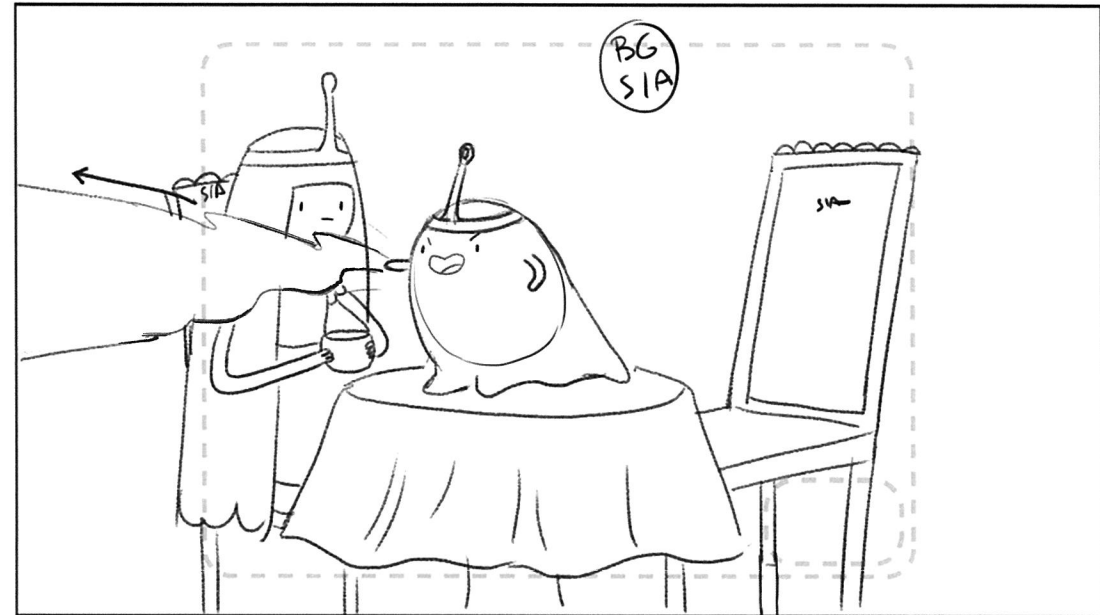


Sc. 5

Pnl. F

Bg.

day night



Dialog:

SP: East coast slime!

Action:

- SP SHOTS SLIME JET OFF/S.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



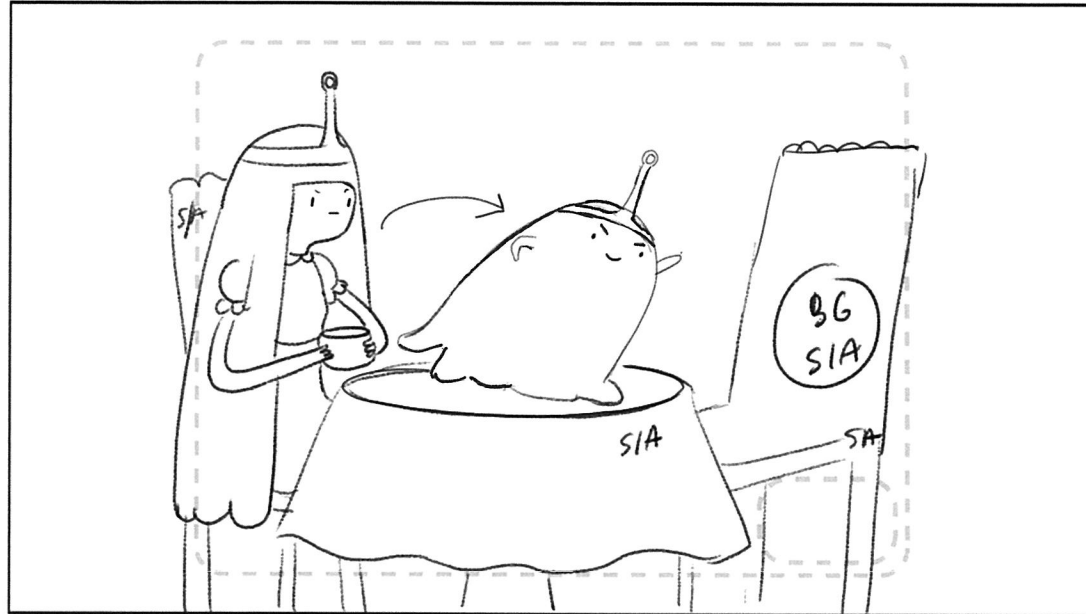
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Sc. 5

Pnl. 6

Bg.

day night

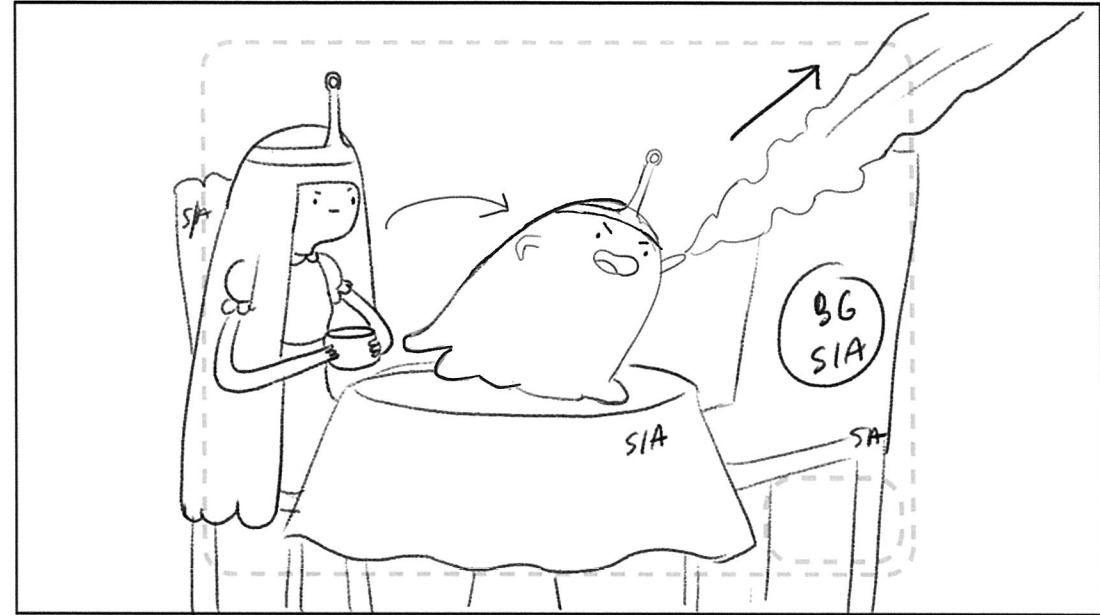


Sc. 5

Pnl. 4

Bg.

day night



Dialog:

SP : WEST COAST Slime!

Action:

- SP SHOOTS SLIME JET OFF/S TO THE RIGHT.

Timing:

EPISODE #

1042-250

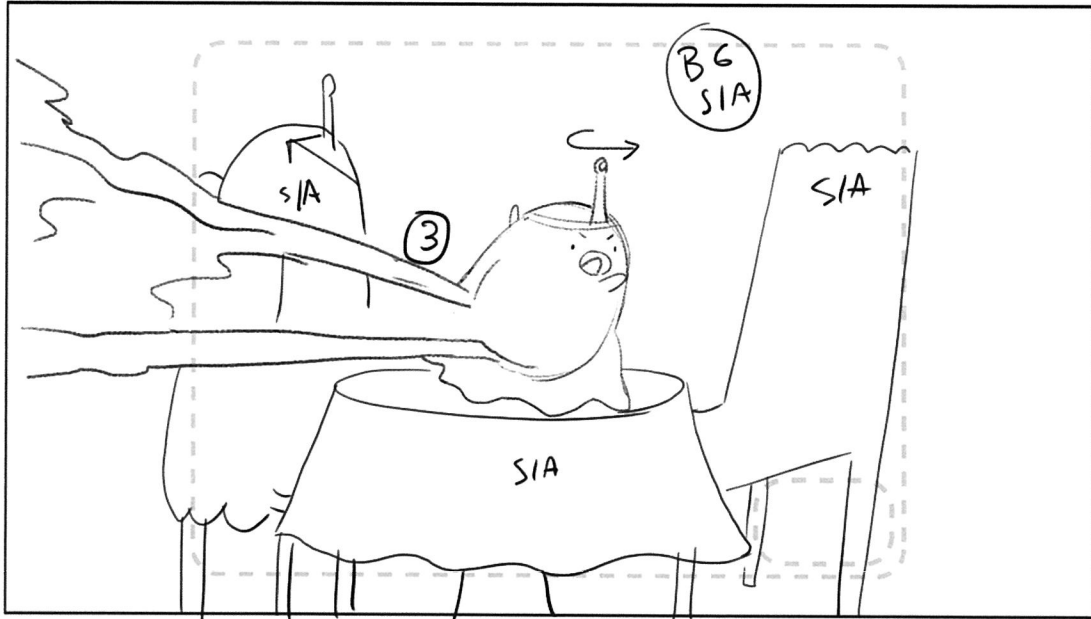
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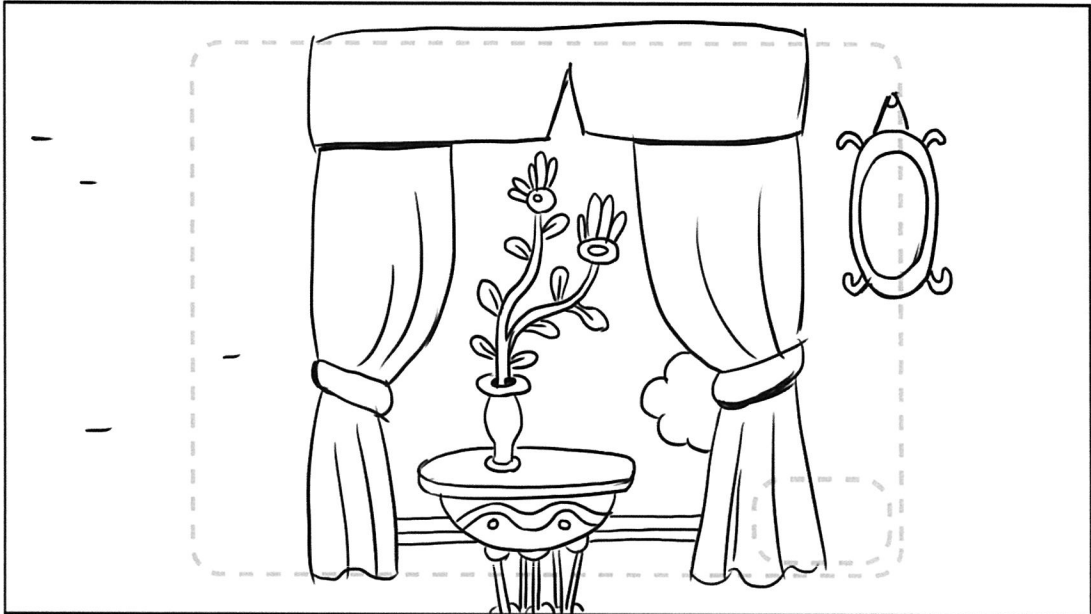
ADVENTURE TIME



Sc. 5 Pnl. I Bg. day night



Sc. 6 Pnl. A Bg. day night



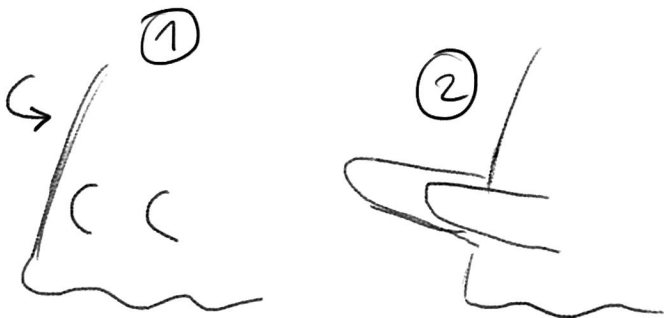
Dialog:

SP: Booty SLIIIIIME!

SFX: \* SPRRT \*

Ac

Tin



- SP SHOTS  
SLIME JET OUT  
OF HER BACK.

Production :

EPISODE #

1042-250

# ADVENTURE TIME



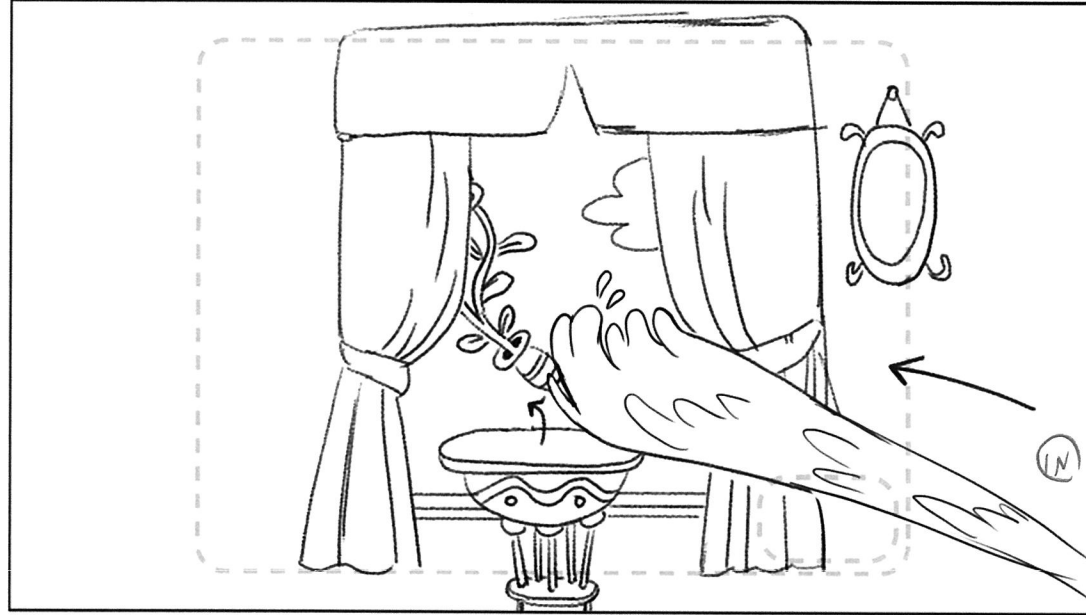
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Sc. 6

Pnl. B

Bg.

day night

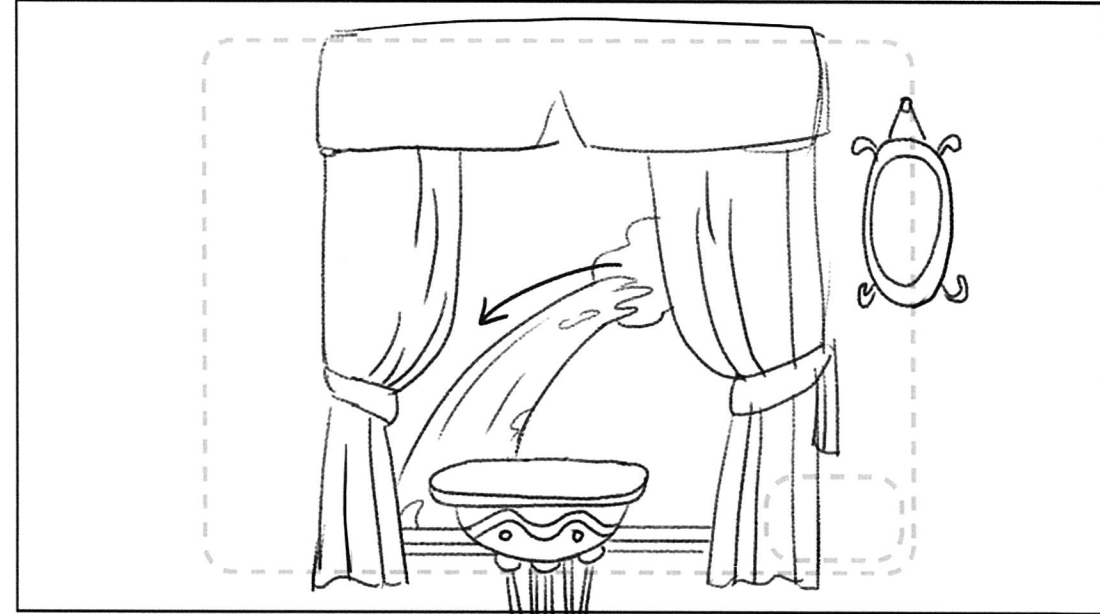


Sc. 6

Pnl. C

Bg.

day night



Dialog:

SFX : \*THMP! \*

Action:

- SLIME JET HITS FLOWER POT

- SLIME JET/POT CONTINUE OUT WINDOW.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



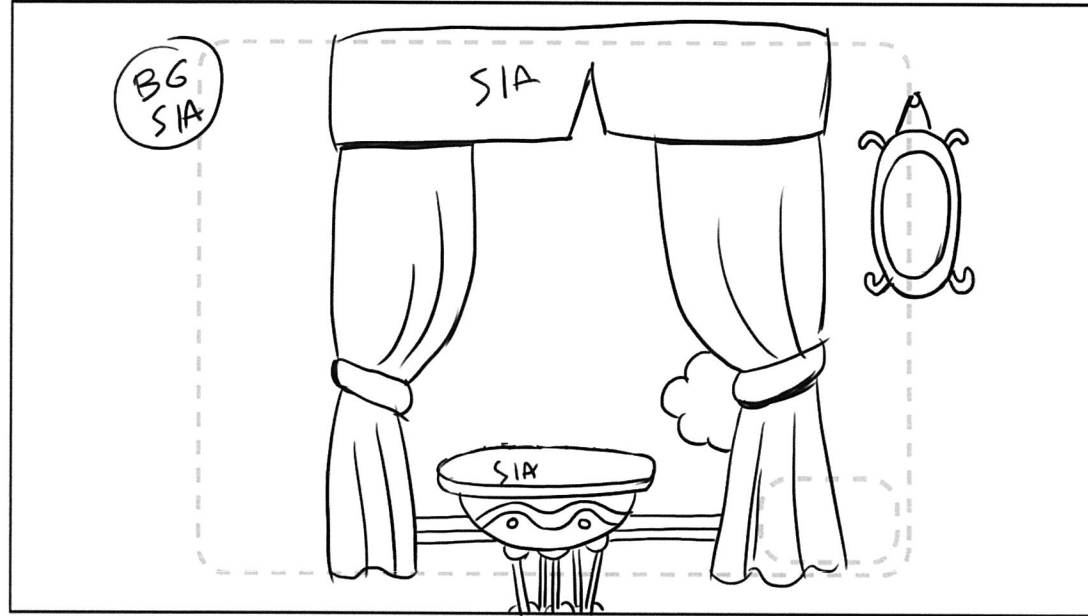
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Sc. 6

Pnl. D

Bg.

day night

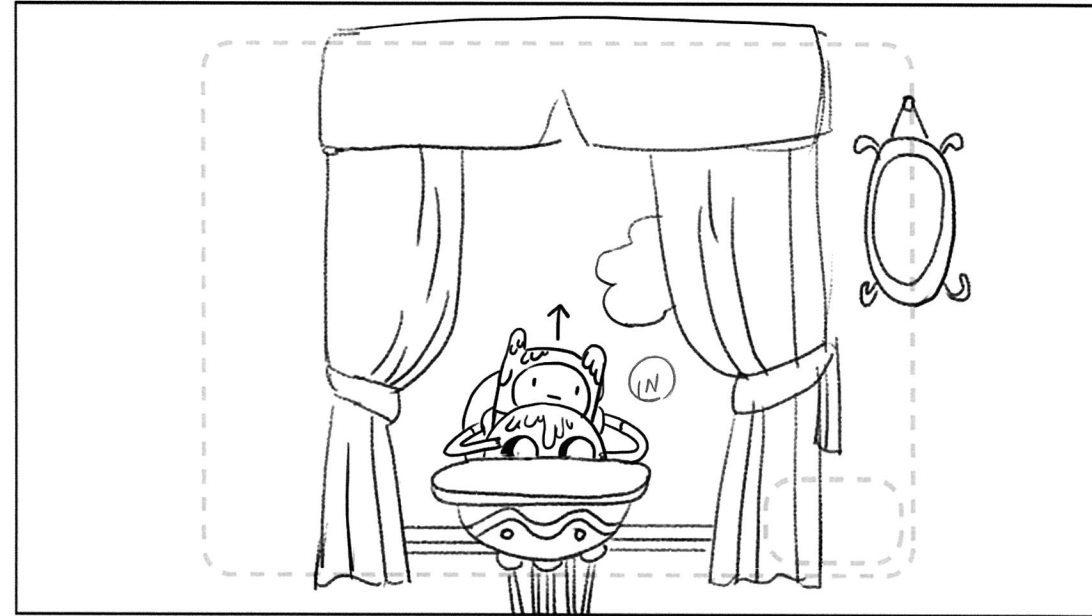


Sc. 6

Pnl. E

Bg.

day night



Dialog:

(O/S)

PB : Stop slimin' everything.  
No one likes it!

Action:

- F + J pop up from window, they're slimed

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME

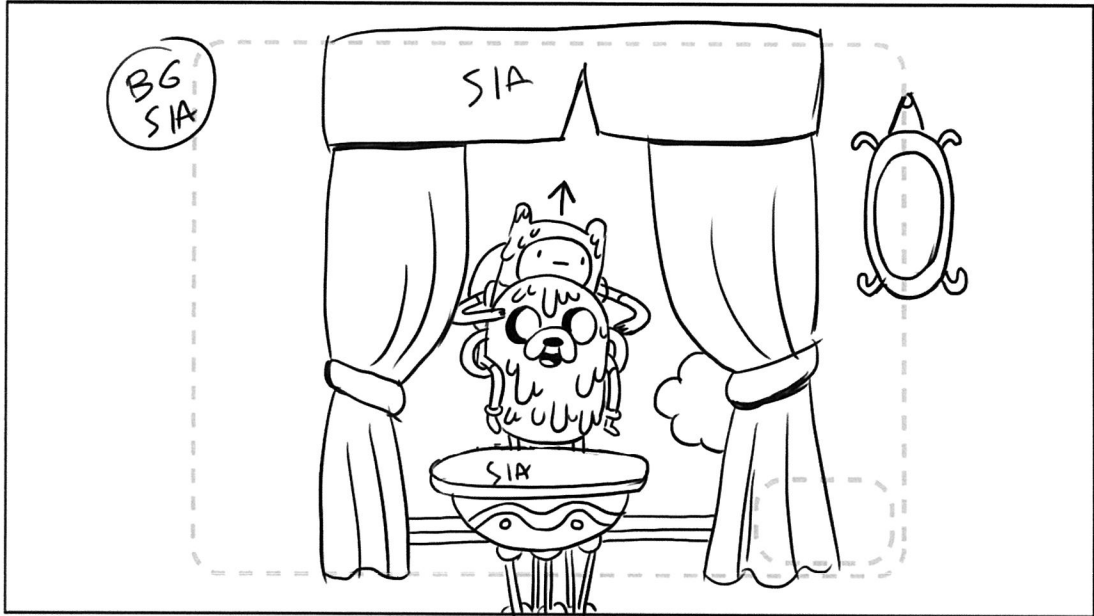


Sc. 6

Pnl. F

Bg.

day night

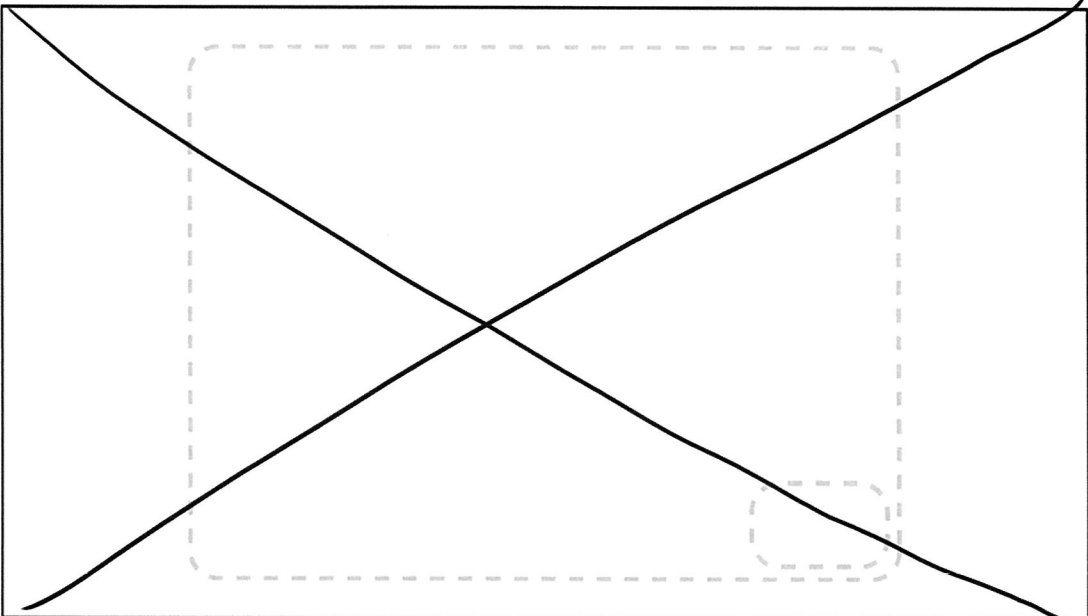


Sc.

Pnl.

Bg.

day night



Dialog:

(J) OH HEY PRINCESS.!

Action:

Timing:

EPISODE #

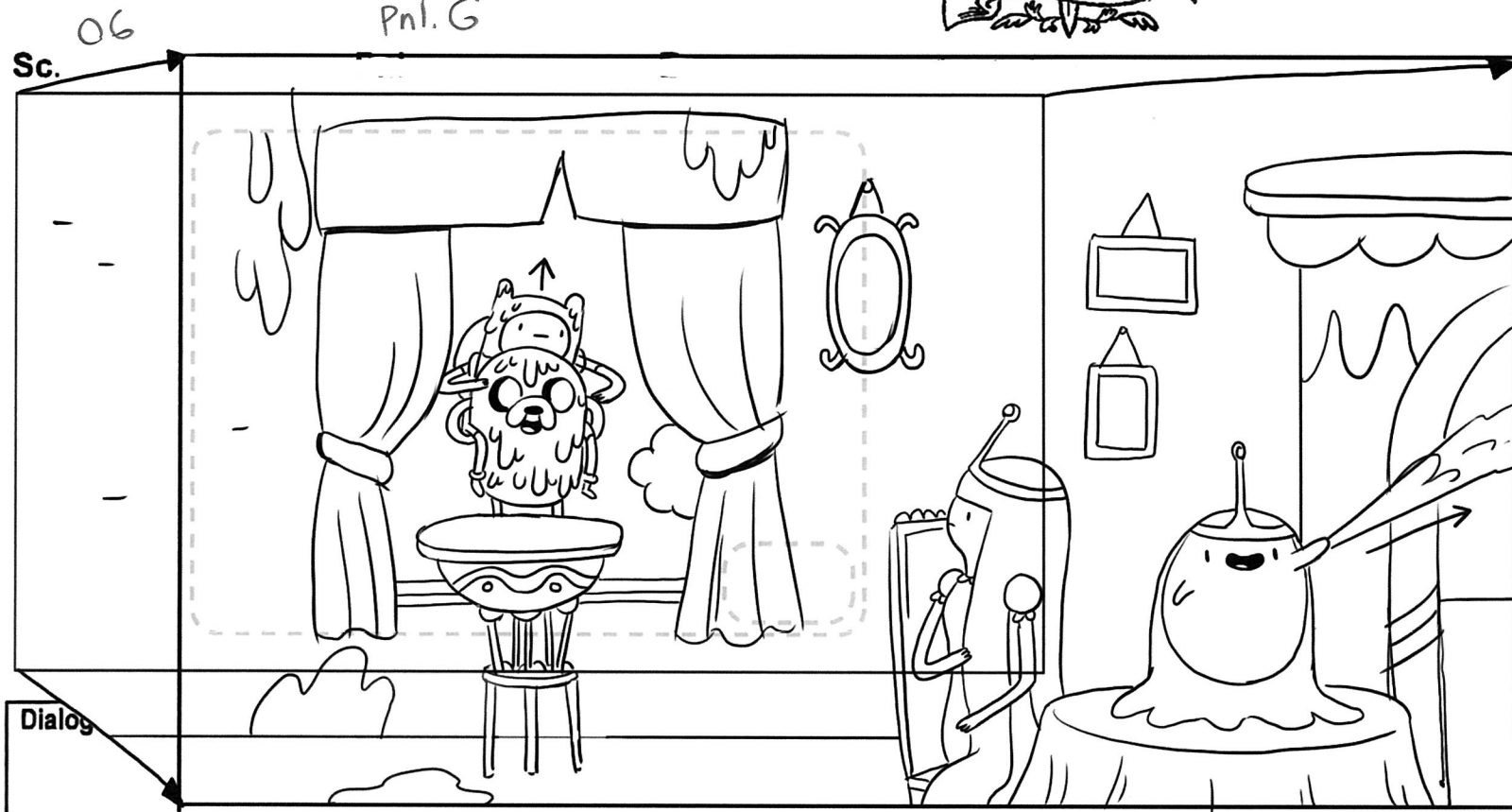
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Production :



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# ADVENTURE TIME



STOP

Dialog

① WE WERE JUST WONDERING WHERE THIS RAD SLIME WAS COMING FROM.

Action:

- TRUCK OUT TO INCLUDE SP + PB
- SP SHOTS SLIME JET.

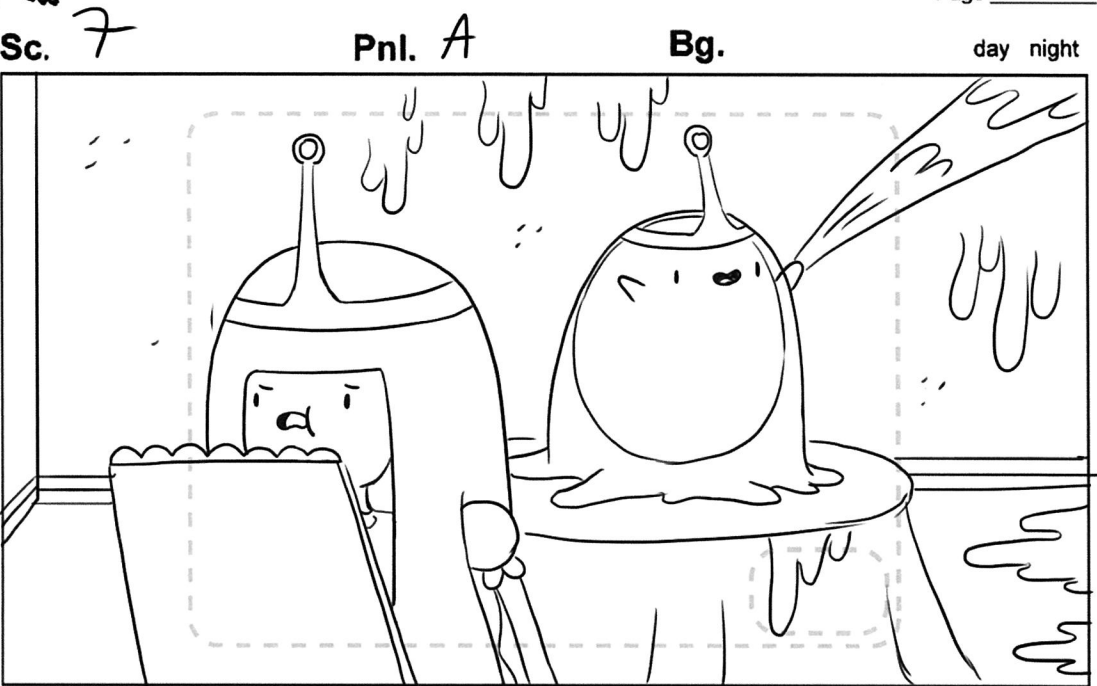
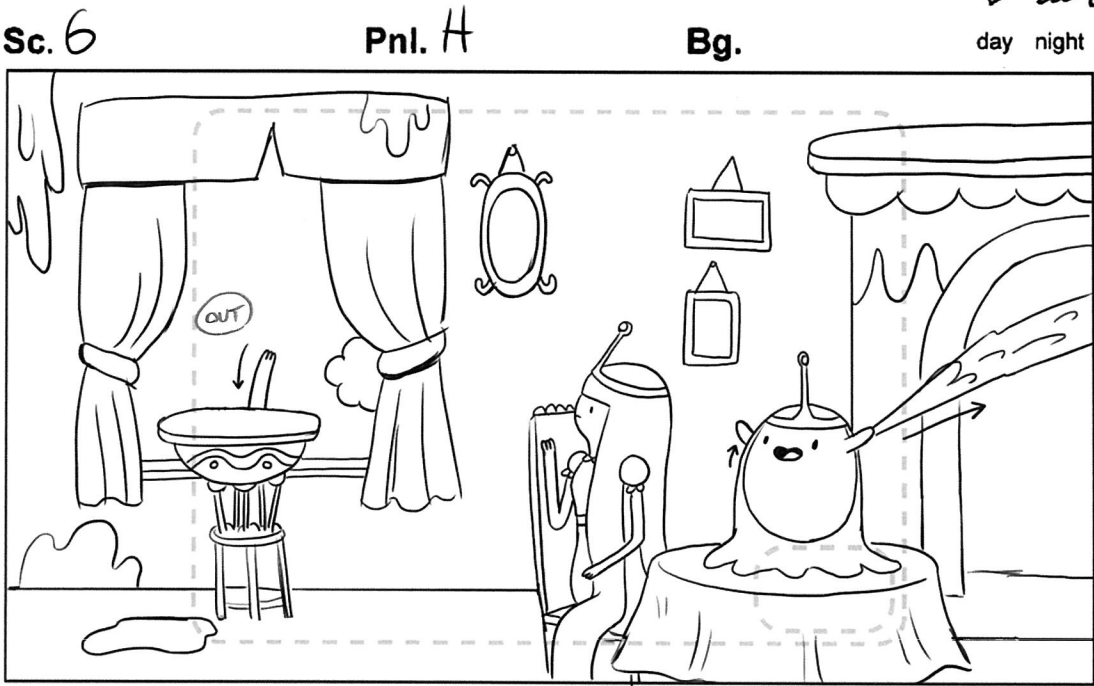
Timing:

EPISODE #

Production :

1042-250

ADVENTURE TIME



<p>Dialog:</p> <p><u>J</u>: Keep on slimin' it, SP!</p> <p><u>SP</u>: YAY!</p> <p><u>PB</u>: Psh, thanks for nothin'</p> <p><u>SFX</u>: * SPRRT - SPRRT *</p>
<p>Action:</p> <p>- F+J STRETCH DOWN OFF/S.</p> <p>- There's slime everywhere</p> <p><u>SP</u> wave. ①, ②, ①, ②</p>
<p>Timing:</p> <p>②</p> <p>SIA</p>

1042-250

EPISODE #

Production :

# ADVENTURE TIME



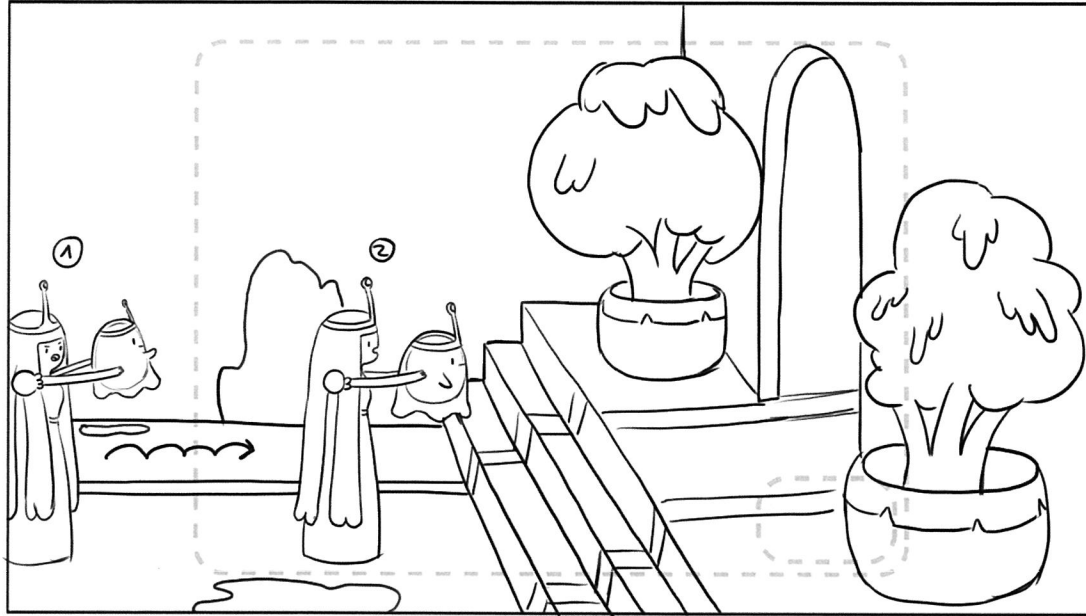
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Sc. 8

Pnl. A

Bg.

day night

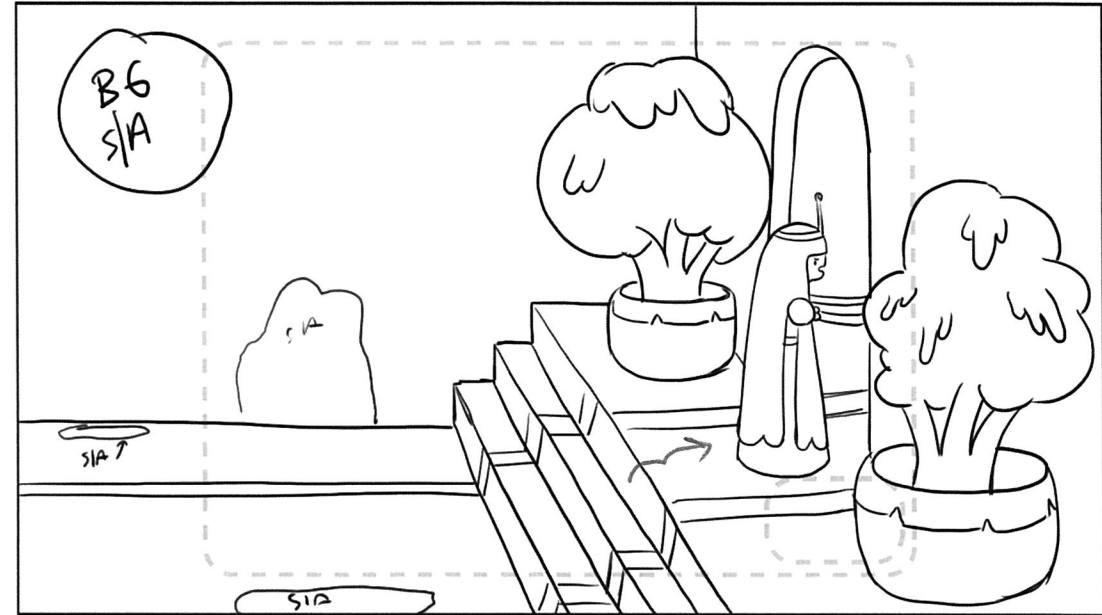


Sc. 8

Pnl. B

Bg.

day night



Dialog: PB: Okay, great seeing you'n your SECRECTIONS...

Action: - PB CARRIES SP. ON/S. - PB WALKS UP STAIRS.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



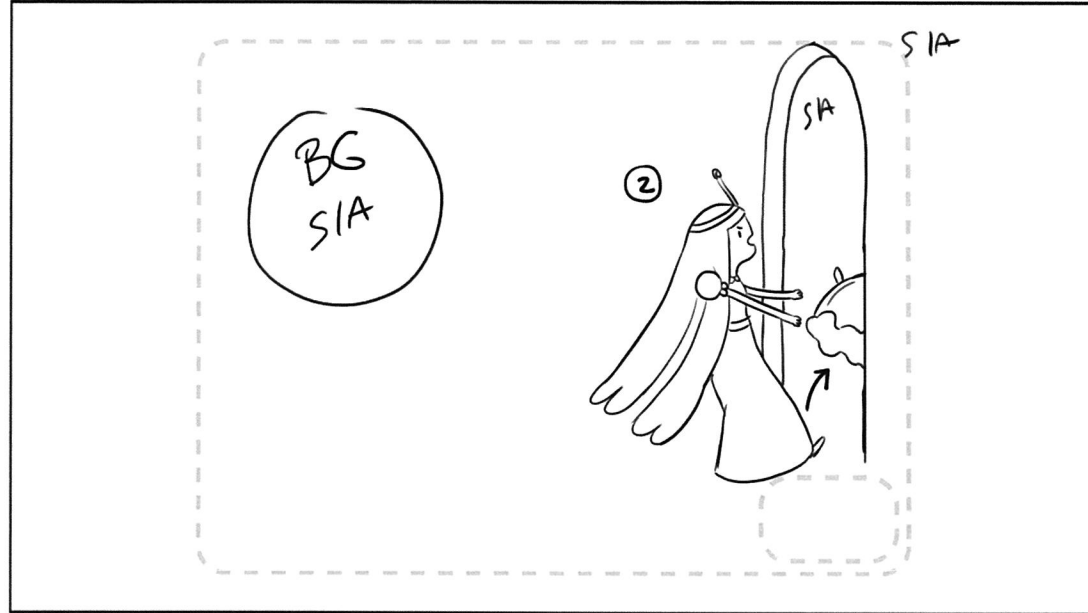
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Sc. 8

Pnl. C

Bg.

day night

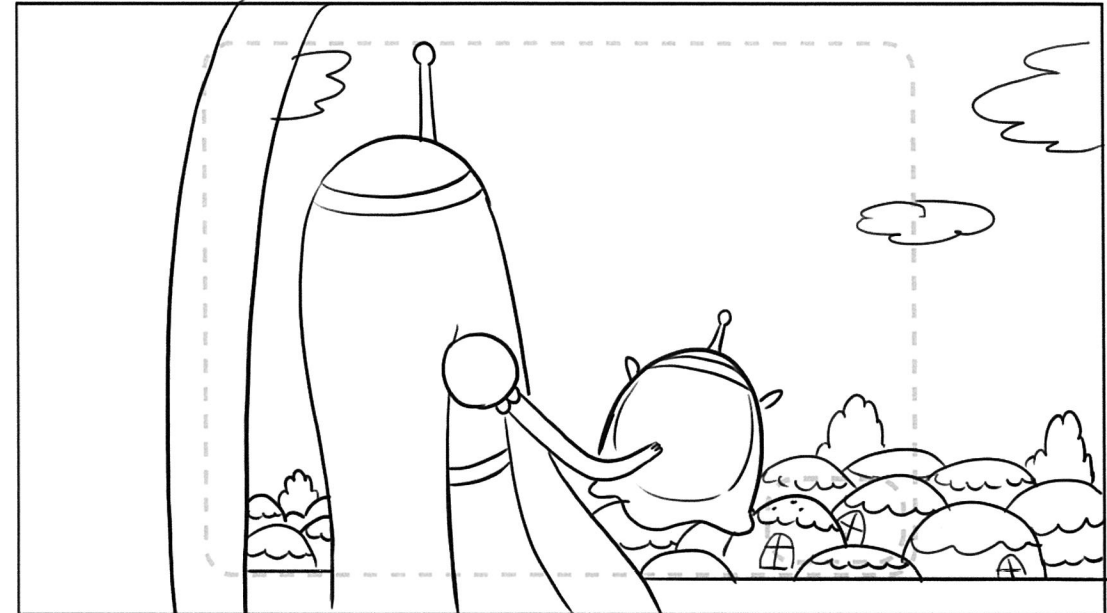


Sc. 9

Pnl. A

Bg.

day night

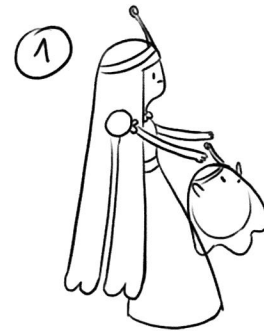


Dialog: PB: I'll call you.

SFX: \* PUNT \*

Action: - PB DROPKICKS SLIME PRINCESS.

Timing:



EPISODE #

Production :

1042-250

# ADVENTURE TIME



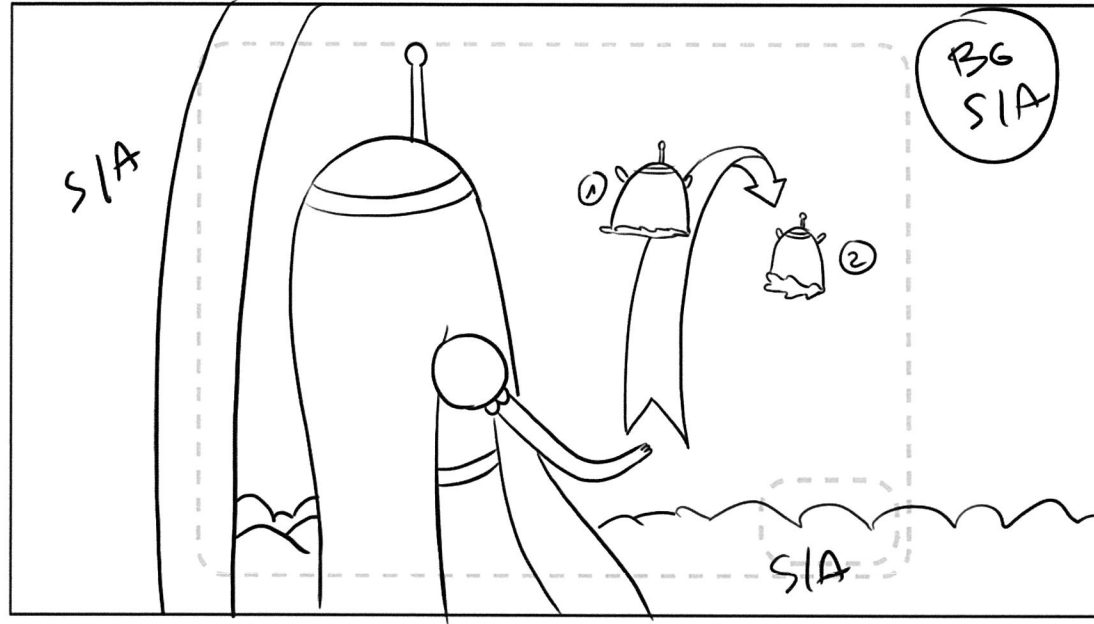
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Sc. 9

Pnl. B

Bg.

day night

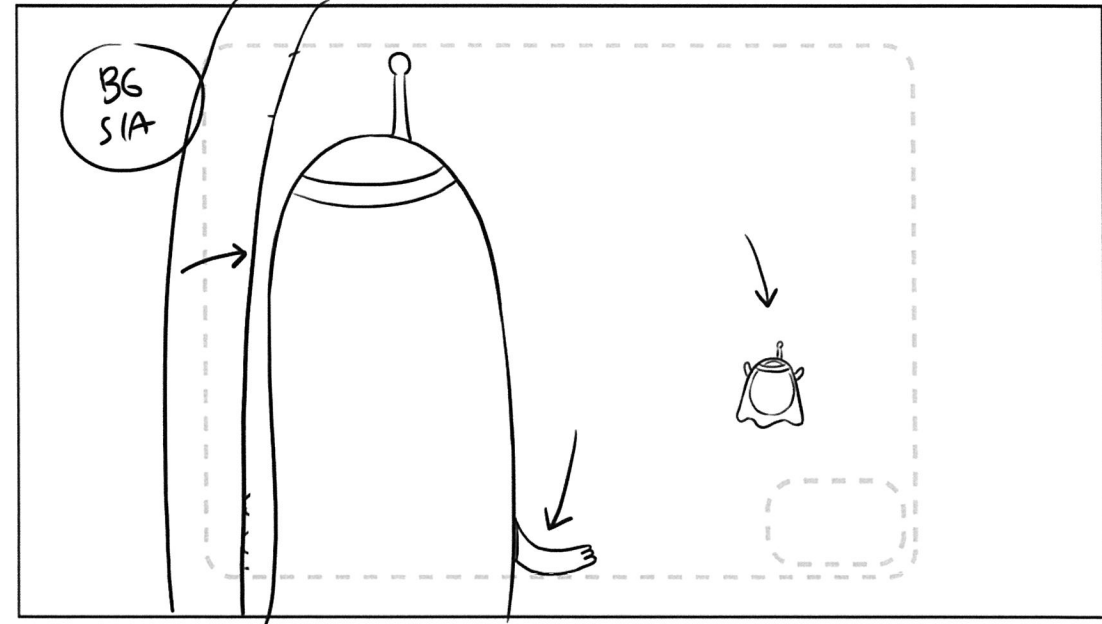


Sc. 9

Pnl. C

Bg.

day night



Dialog:

Action:

- SP ARCS THROUGH THE AIR.

Timing:

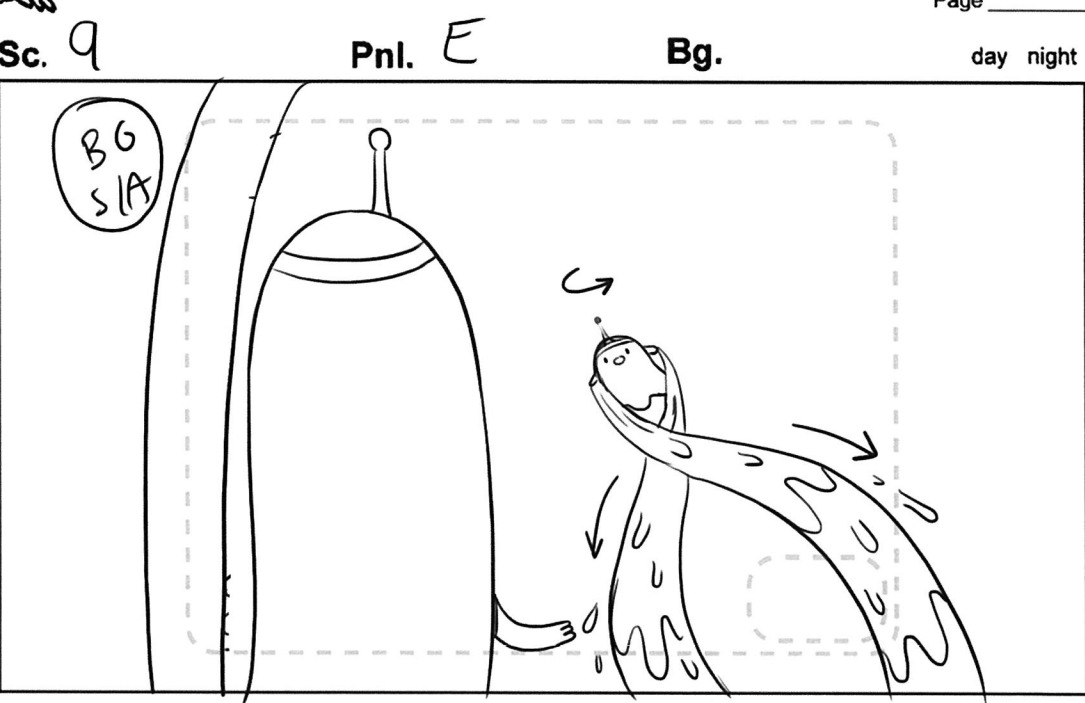
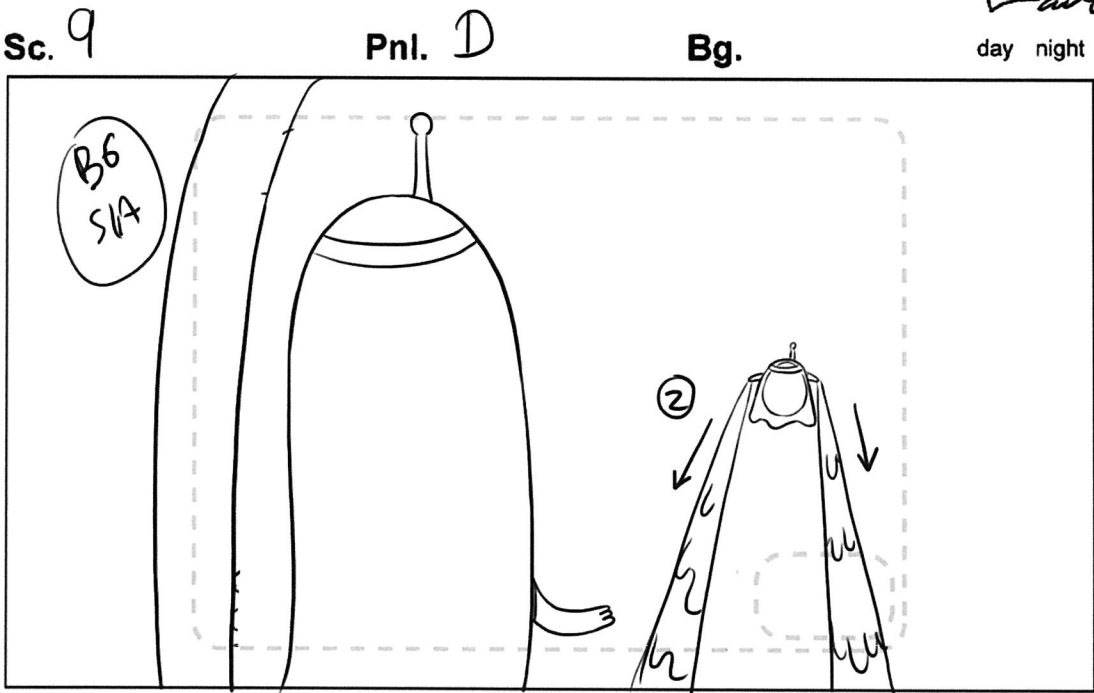
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Production :

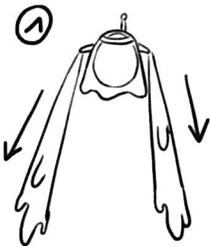
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ADVENTURE TIME



Dialog:

SFX: \* SPRT \*



SFX: \* FRRRRRT! \*

Action:

- SP SHOOT TWIN  
SLIME JETS.

- SP SPIRALS UPWARD.

Timing:

EPISODE #

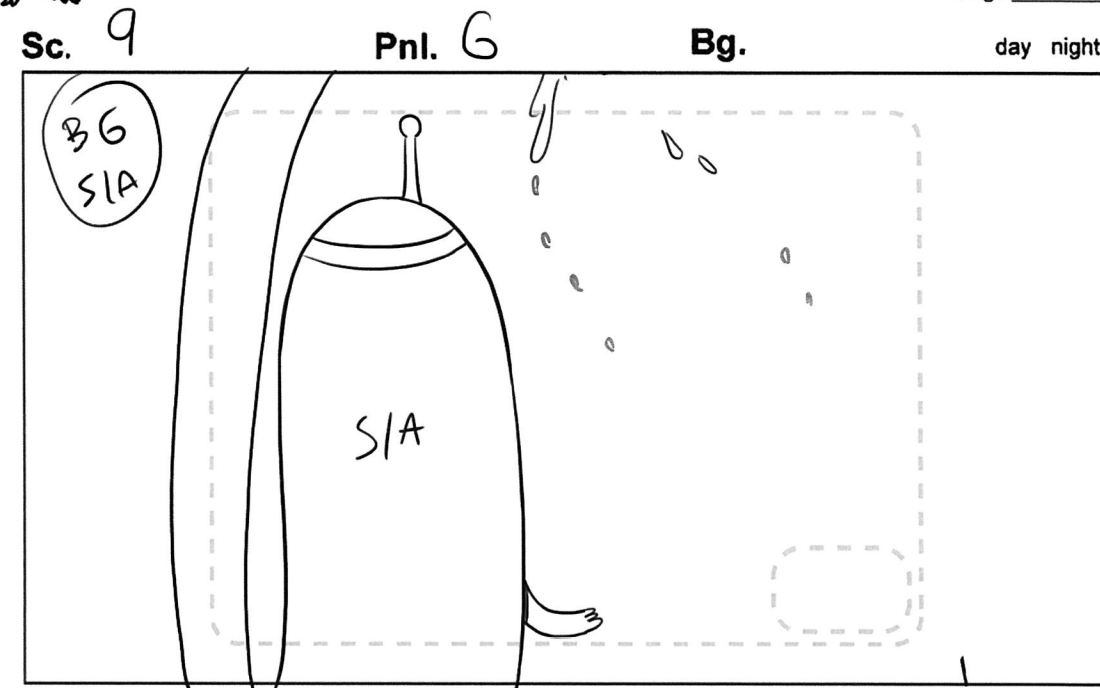
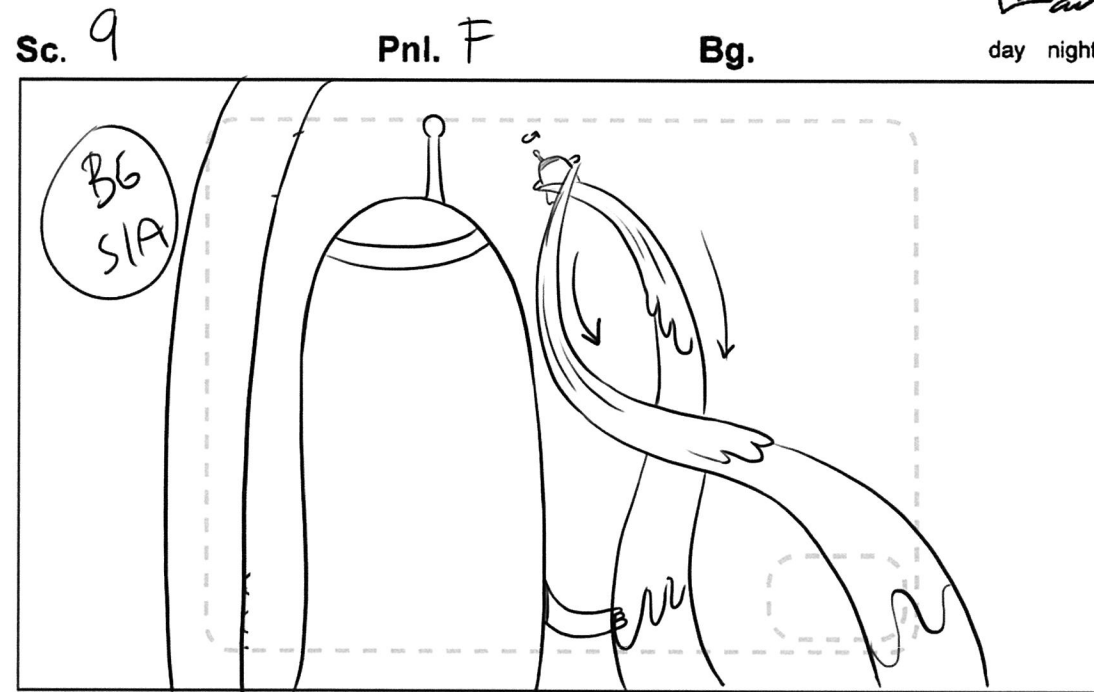
Production :

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# ADVENTURE TIME



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Dialog:

SP: SLIME AND PLAAAAACE!

Action:

- SP SPIRALS UP AND OFF/S.

Timing:



EPISODE #

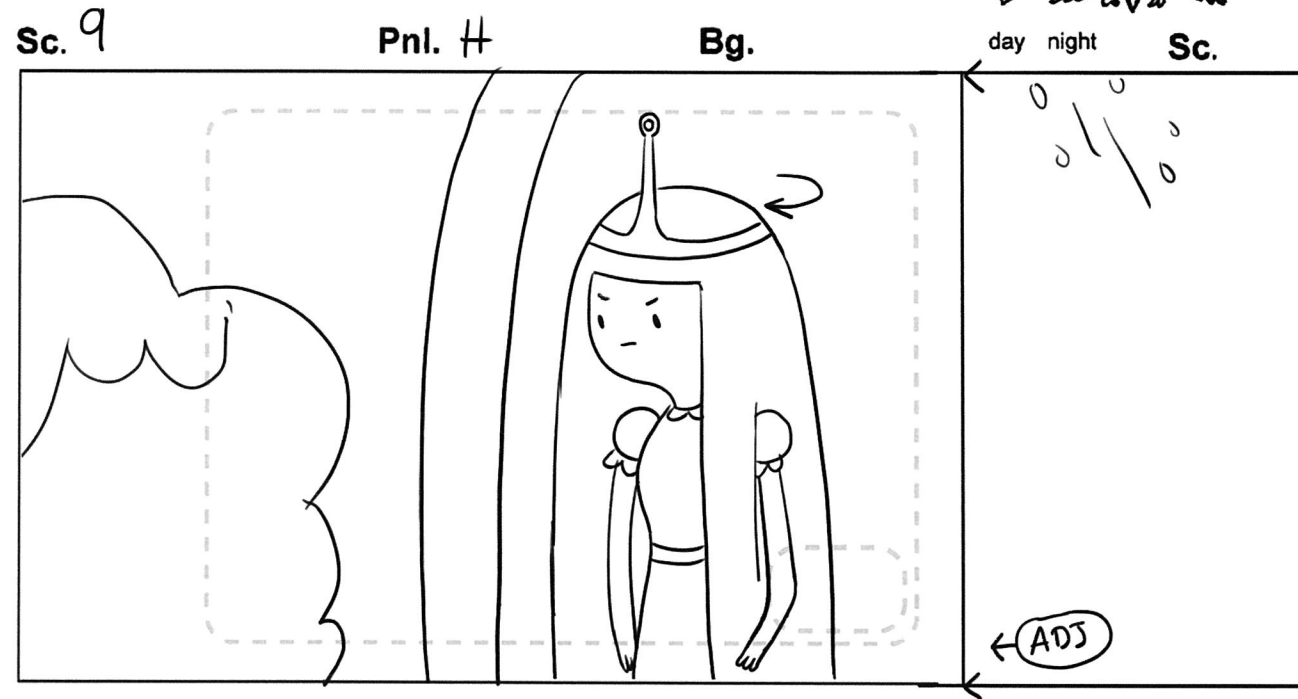
1042-250

Production :

# ADVENTURE TIME



Page 24  
day night



Dialog:

Action:

- PB TURNS  
- ADJ. w/ ACTION.

Timing:

Production :



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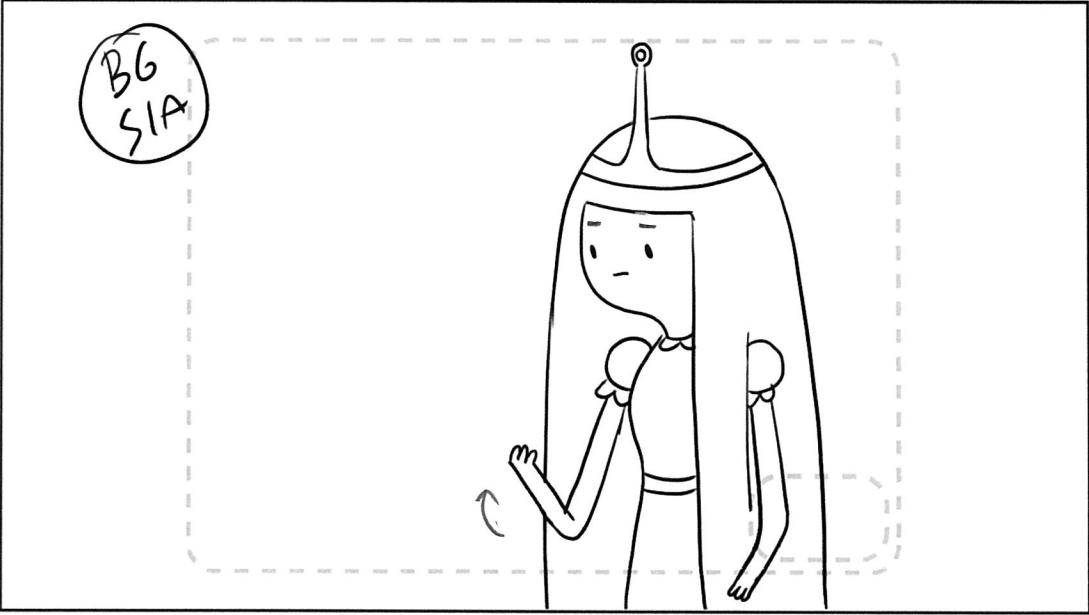


Sc. 9

Pnl. I

Bg.

day night

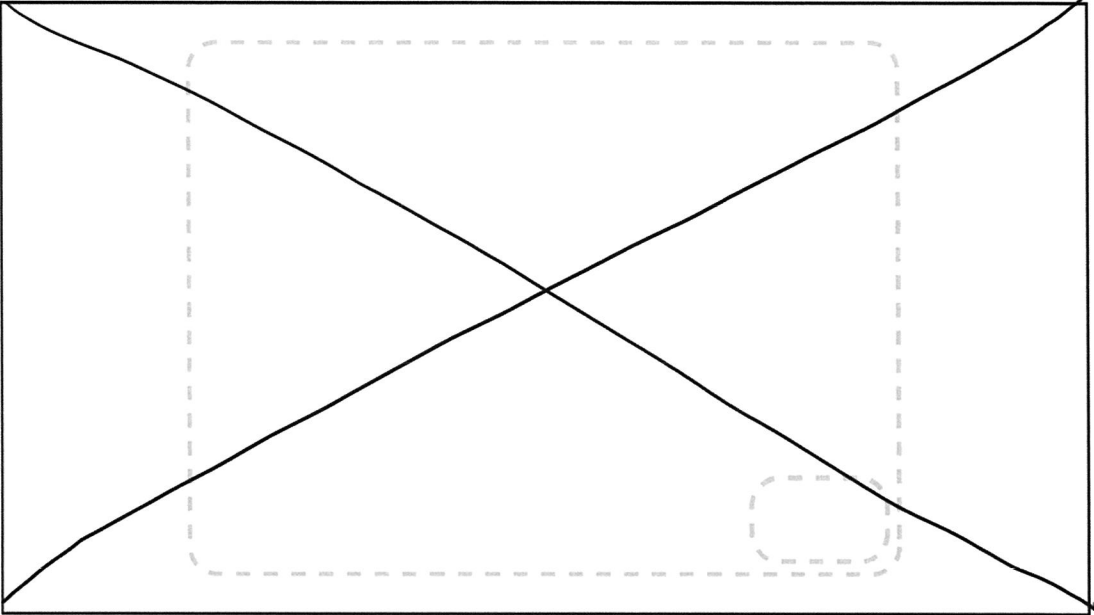


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-PB LOOKS AT HER HAND.

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



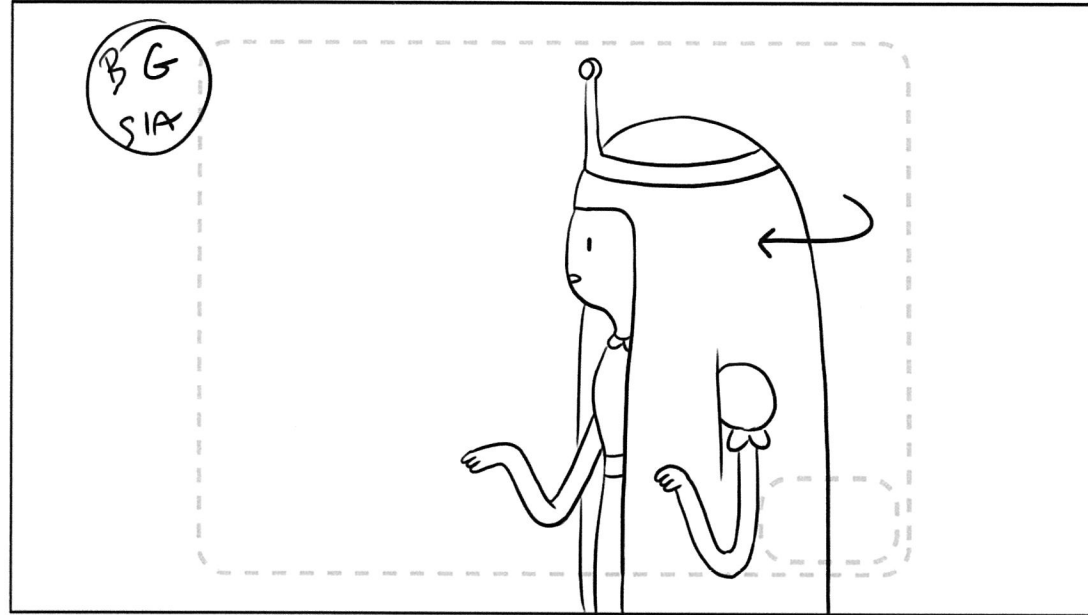
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Pnl. J

Bg.

day night

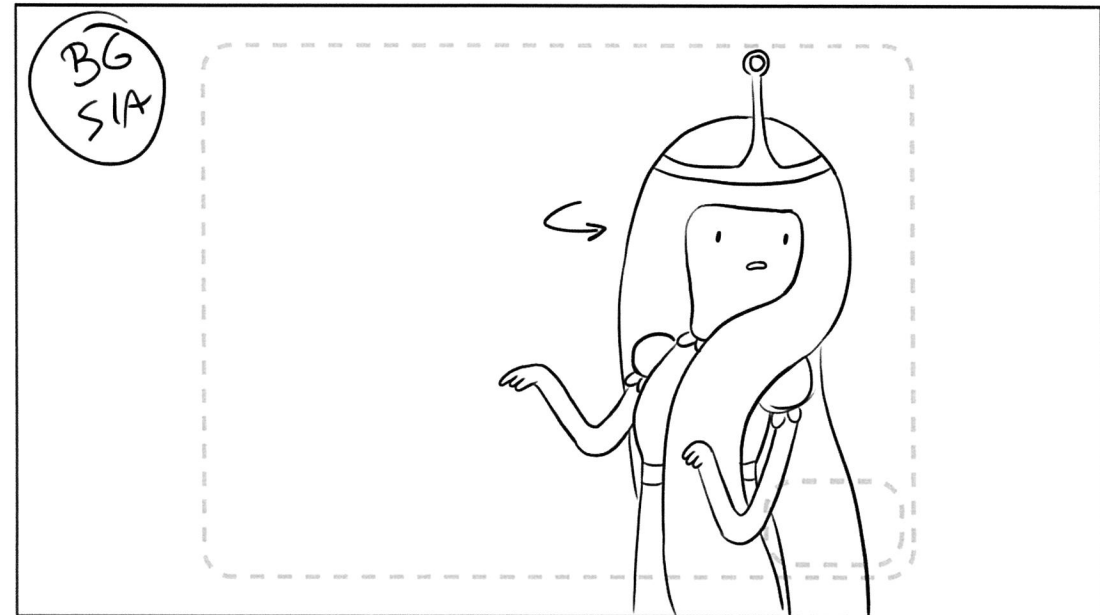


Sc. 9

Pnl. K

Bg.

day night



Dialog:

Action:

- PB looks around

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



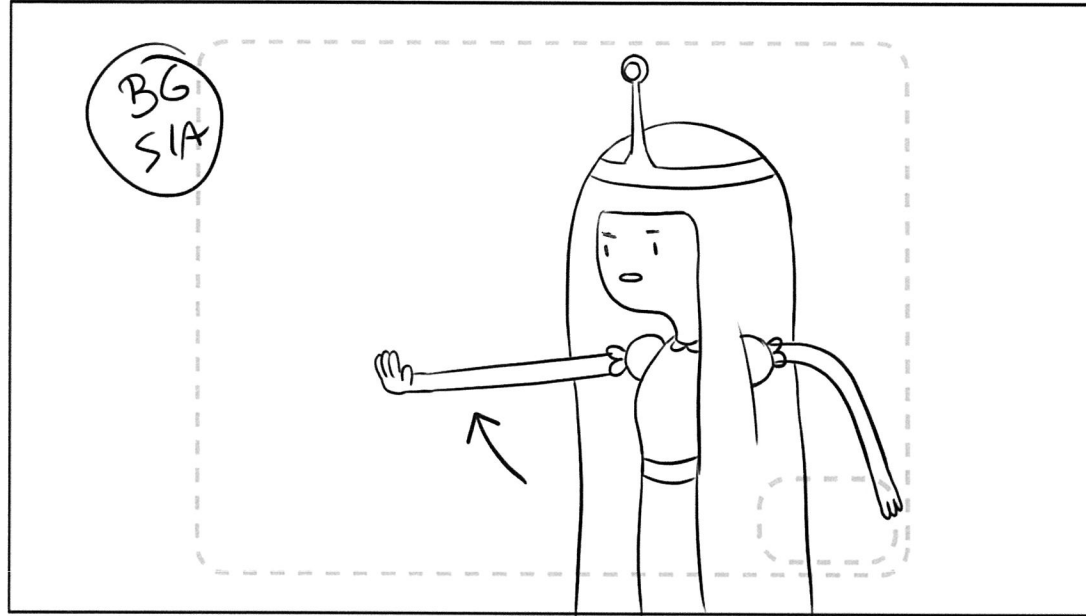
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Sc. 9

Pnl. L

Bg.

day night

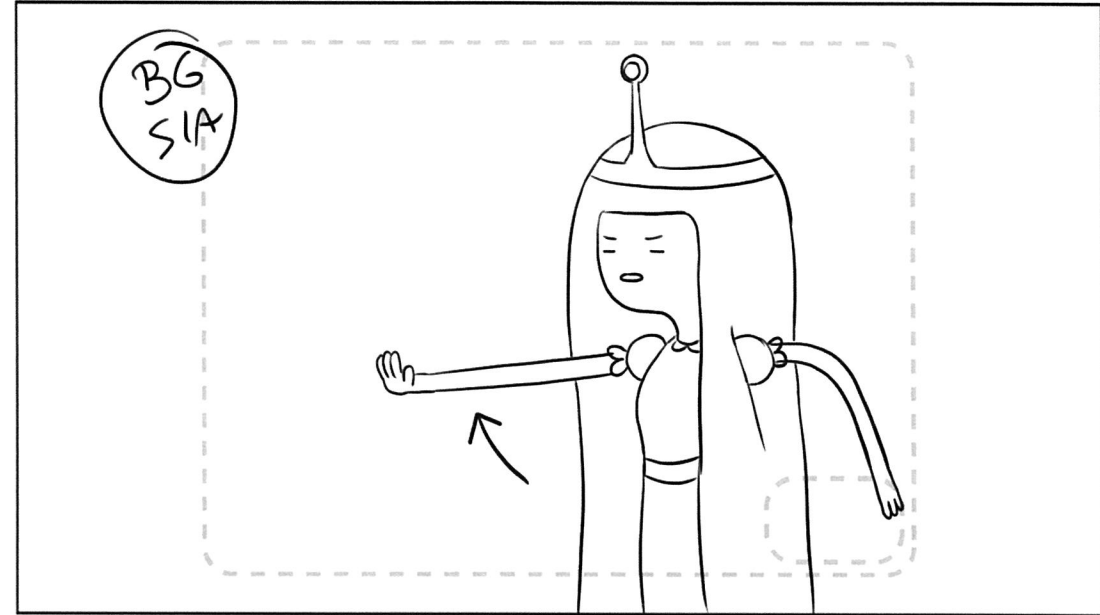


Sc. 9

Pnl. M

Bg.

day night



Dialog:

PB (said like a : There's a slime and place  
mantra) for everything!

Action:

- PB HOLDS UP ARM STRAIGHT.

- PB CLOSES HER EYES.

Timing:

EPISODE #

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Production :

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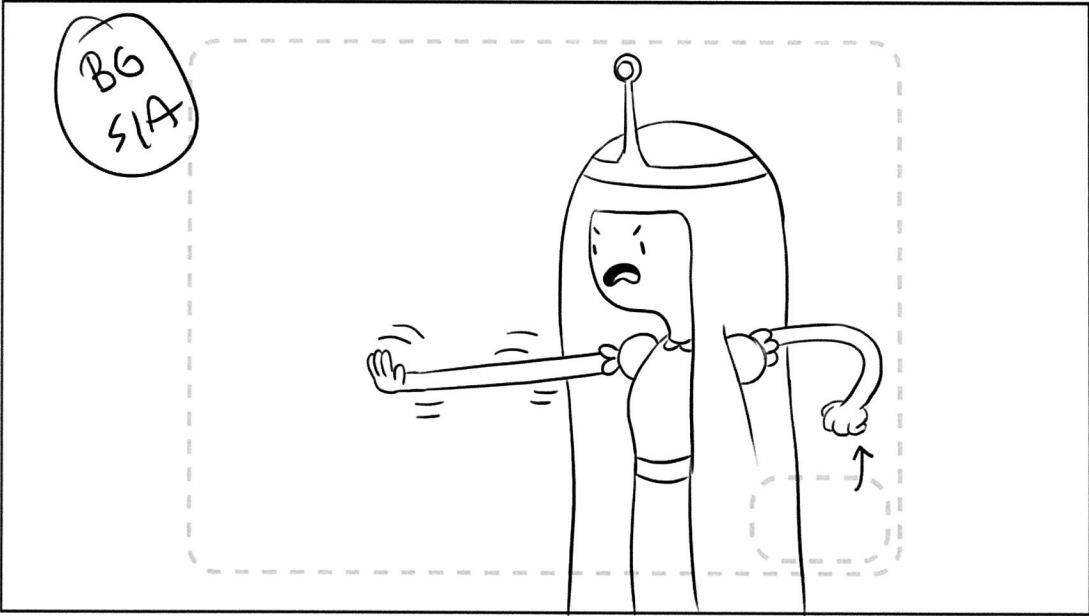


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Pnl. N

Bg.

day night

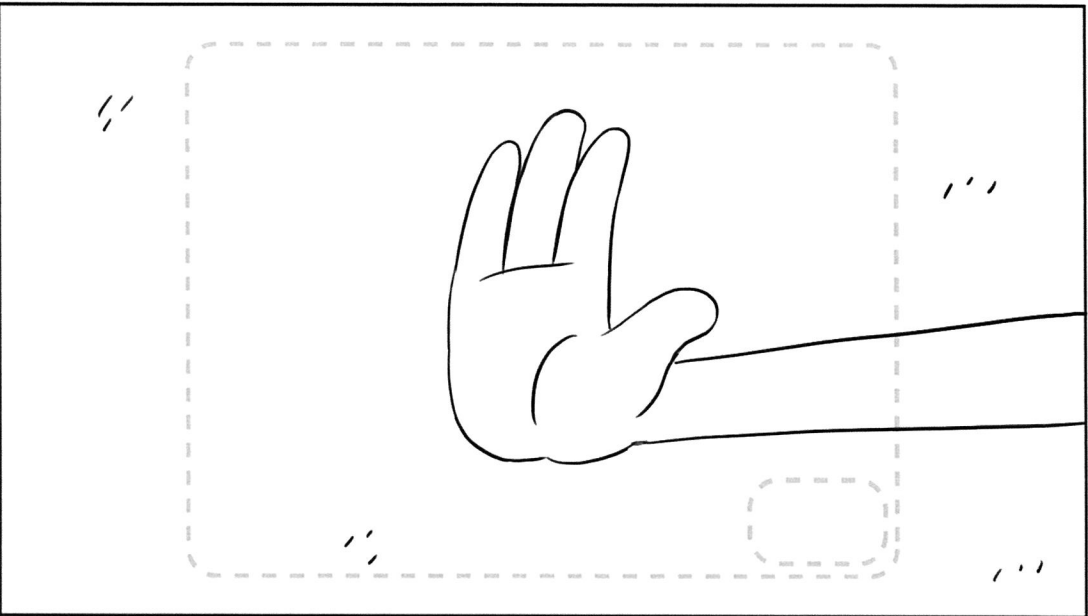


Sc. 10

Pnl. A

Bg.

day night



Dialog:

PB : Ahh!

Action:

- straining -

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



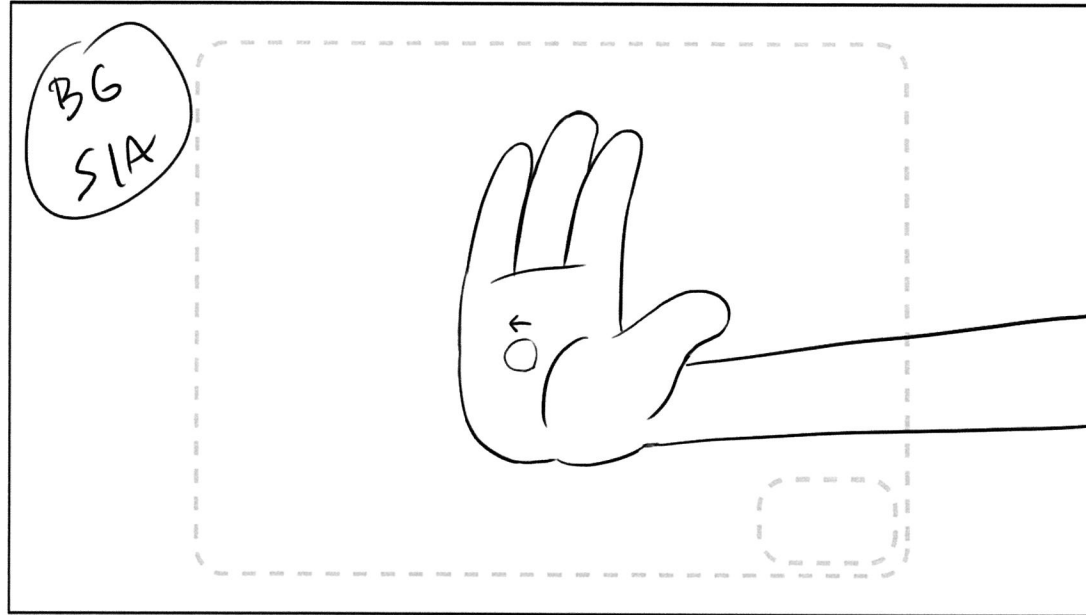
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Pnl. B

Bg.

day night

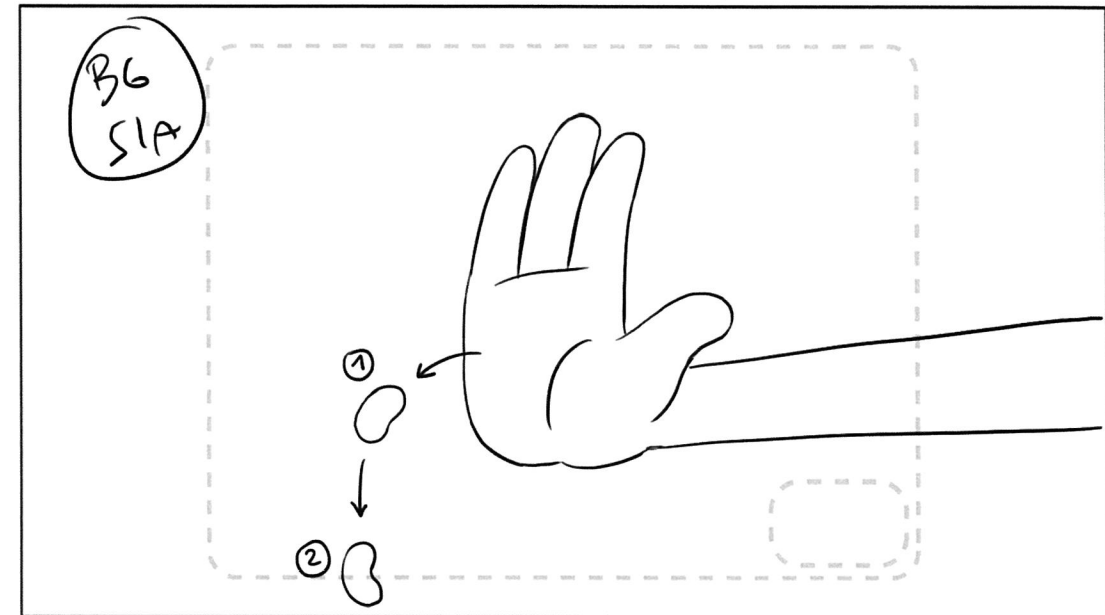


Sc. 10

Pnl. C

Bg.

day night



Dialog:

SFX : \* PRBBBT \*

Action:

- JELLYBEAN SLOWLY PHASES  
OUT OF PB'S PALM.

- Sad jelly bean falls out.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



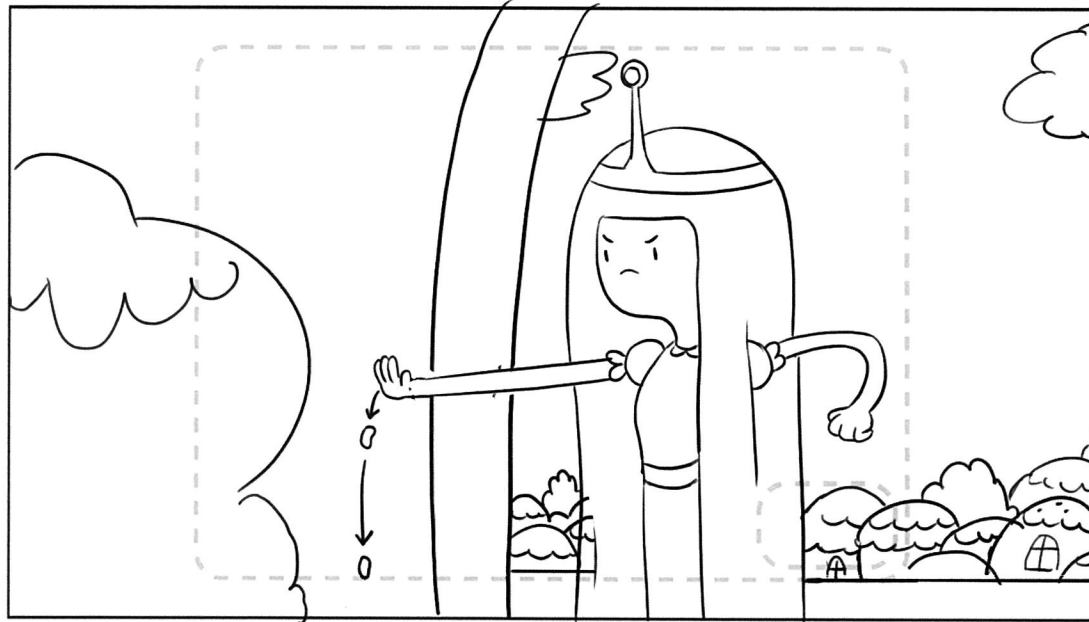
Page 30

Sc. 11

Pnl. A

Bg.

day night

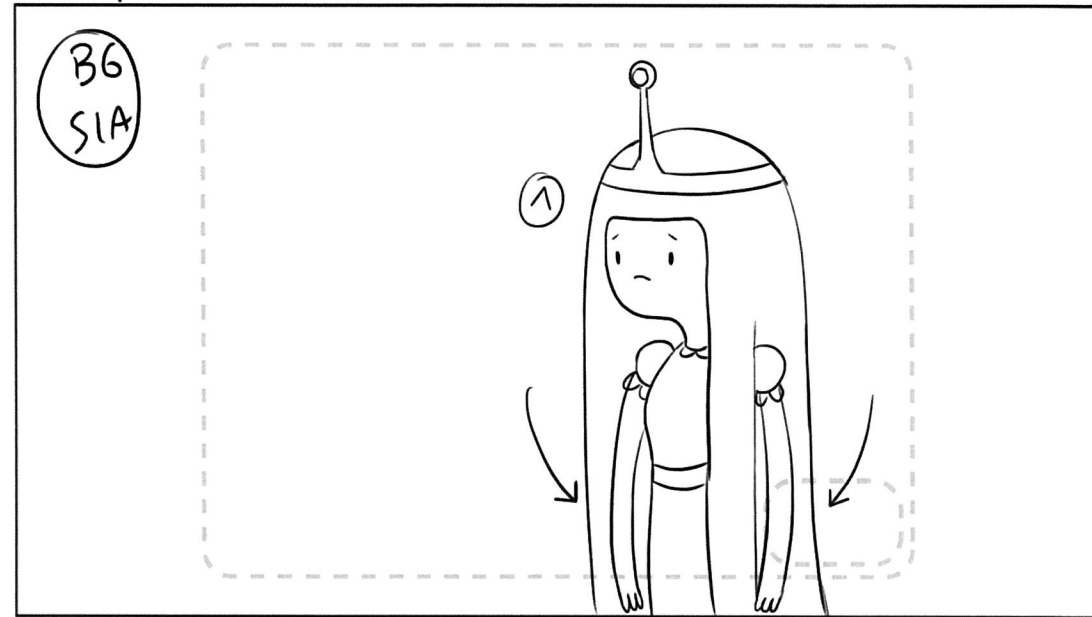


Sc. 11

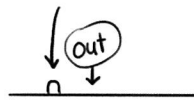
Pnl. B

Bg.

day night



Dialog:



Action:

- JELLYBEAN FALLS OFF/S.

Timing:



Production :

EPISODE #

1042-250

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ADVENTURE TIME

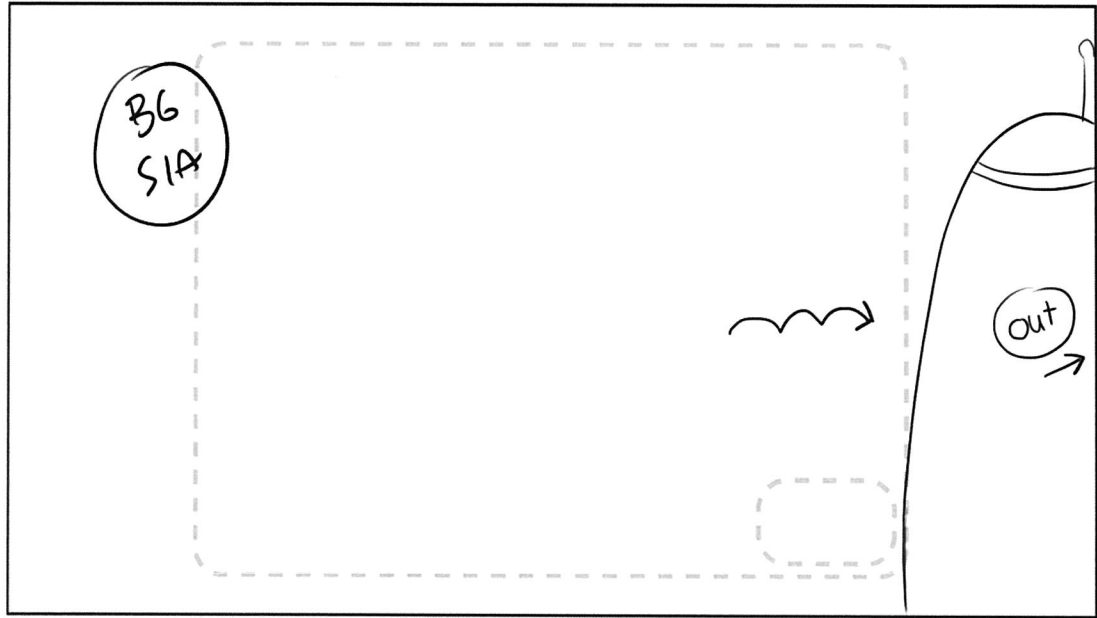


Sc. 11

Pnl. C

Bg.

day night

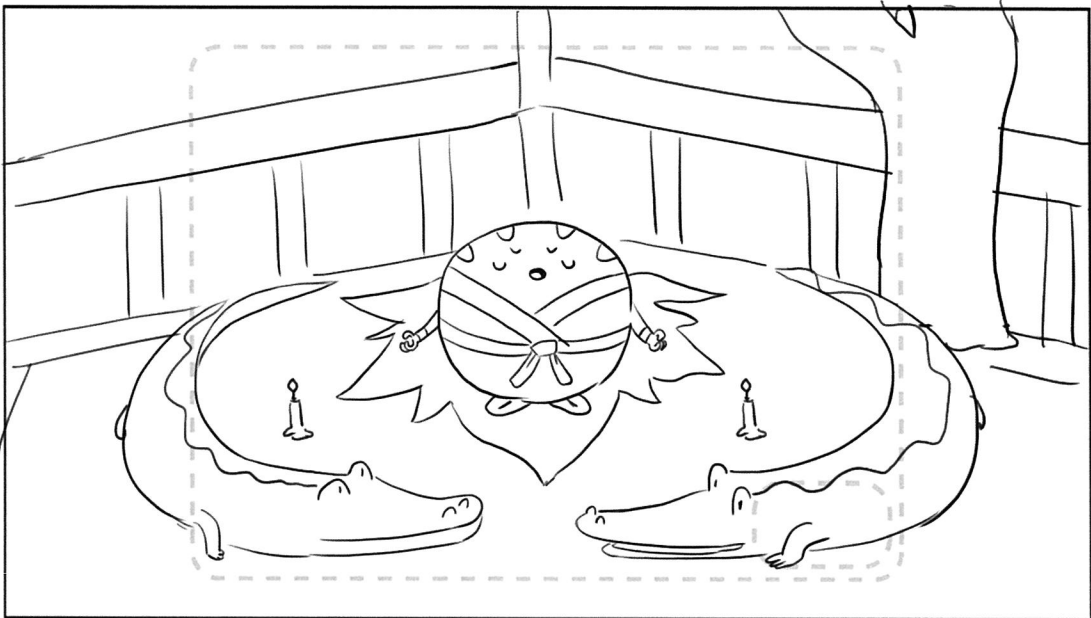


Sc. 12

Pnl. A

Bg.

day night



Dialog:

PEPPERMINT : \* BREATH \*

BUTLER :

Action:

- PB TURNS AND WALKS OFF ,

- Pep B in his room

- REUSE ROOM FROM 'NEMESIS'

Timing:

EPISODE #

1042-250

Production :

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ADVENTURE TIME

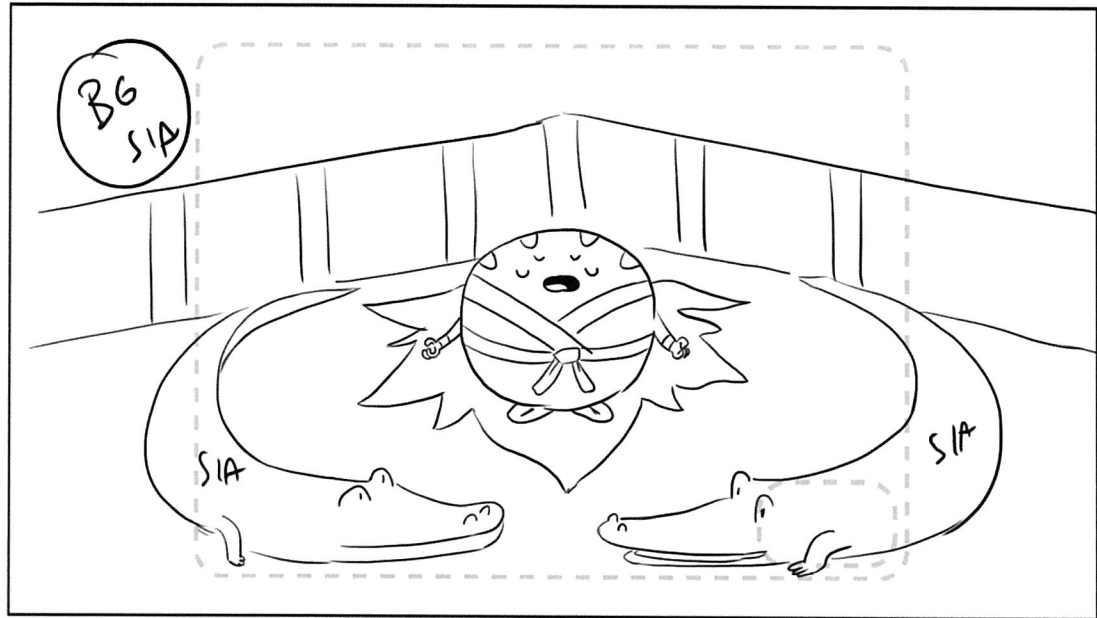


Sc. 13

Pnl. B

Bg.

day night



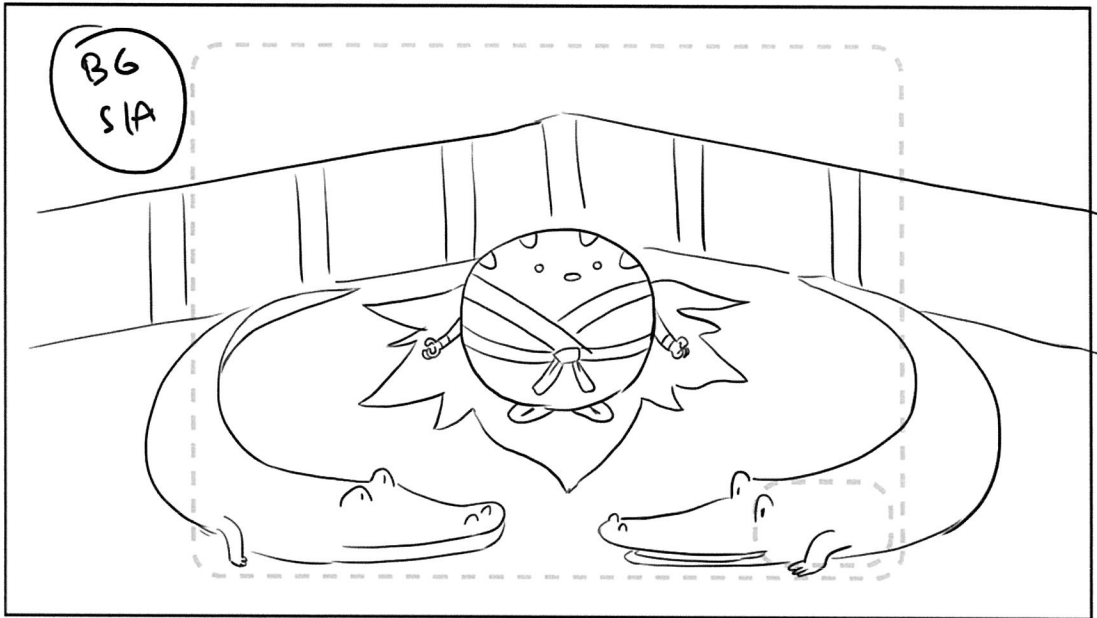
Sc. 13

Pnl. C

Bg.

day night

Page 32



Dialog:

PepB: I close my eyes and welcome the  
infinite nothingne--

SFX: \* BZZZ \*

PepB: Huh?

Action:

-PEP BUT OPENS HIS EYES.

Timing:

1042-250

EPISODE #

Production :



ADVENTURE TIME

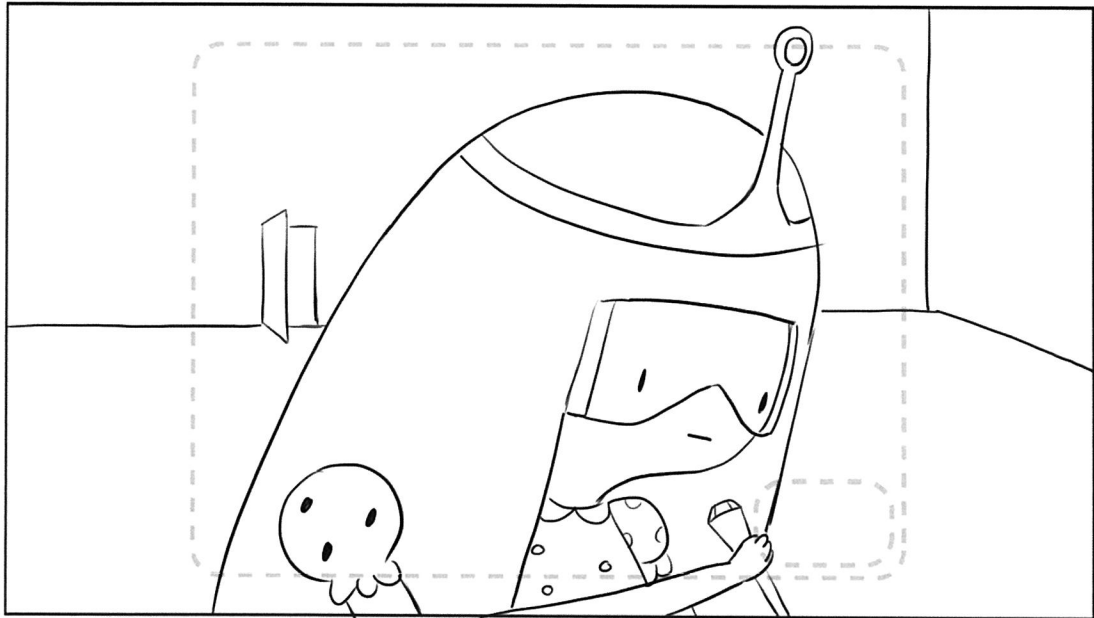


Sc. 14

Pnl. A

Bg.

day night

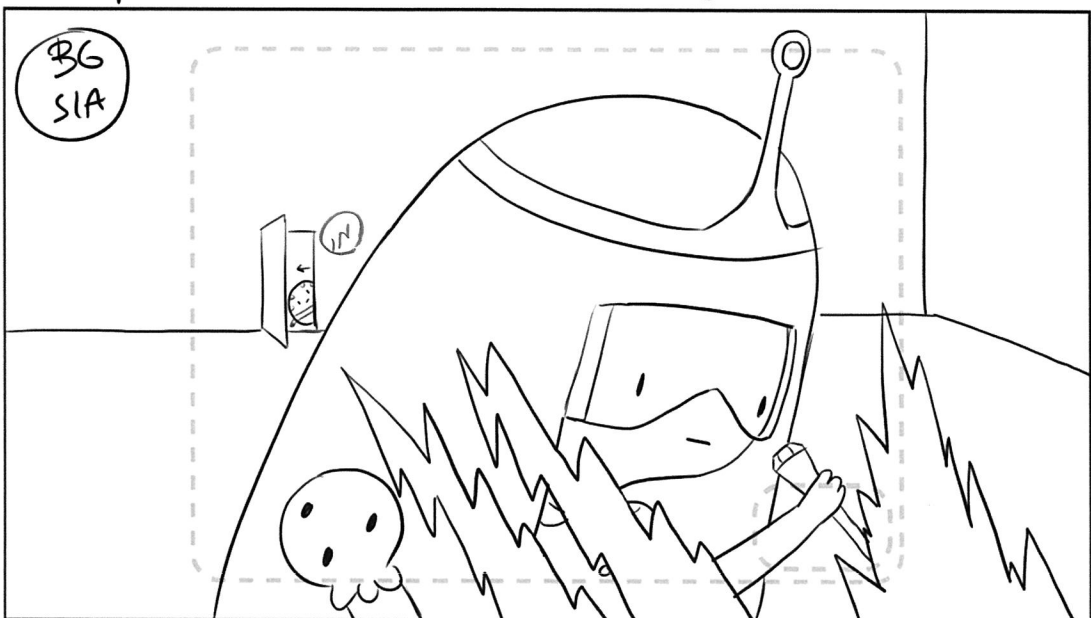


Sc. 14

Pnl. B

Bg.

day night



Dialog:

SFX: \*BZZZT\*

PepB: Princess?

Action:

PB tinkering with something out of view

- Sparks fly out  
- PEP BUT APPEARS IN DOORWAY.

Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME

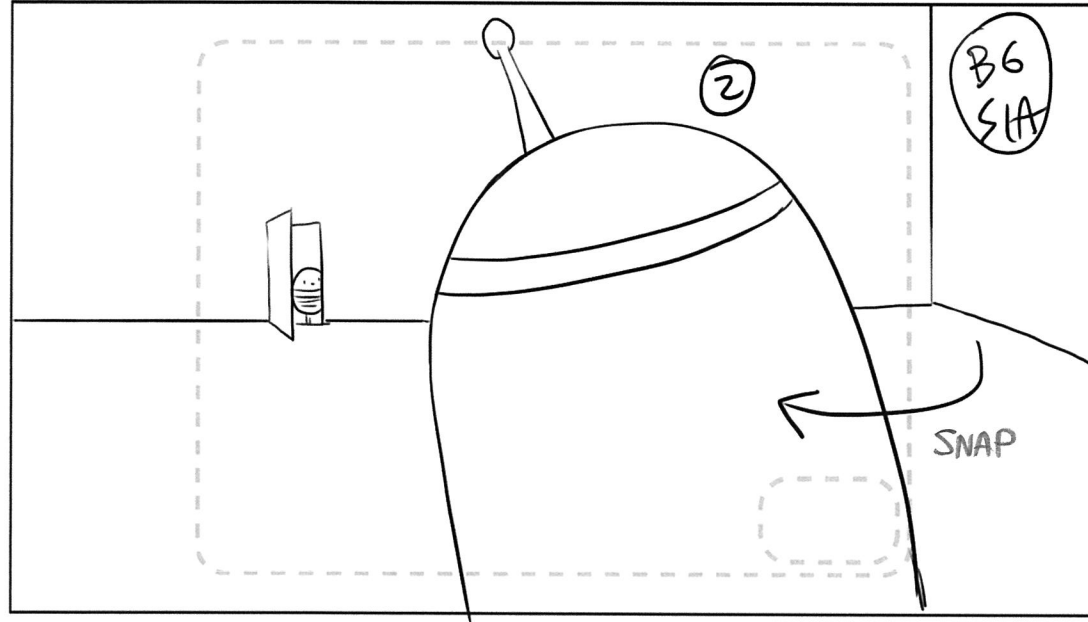
Page 34

Sc. 14

Pnl. C

Bg.

day night

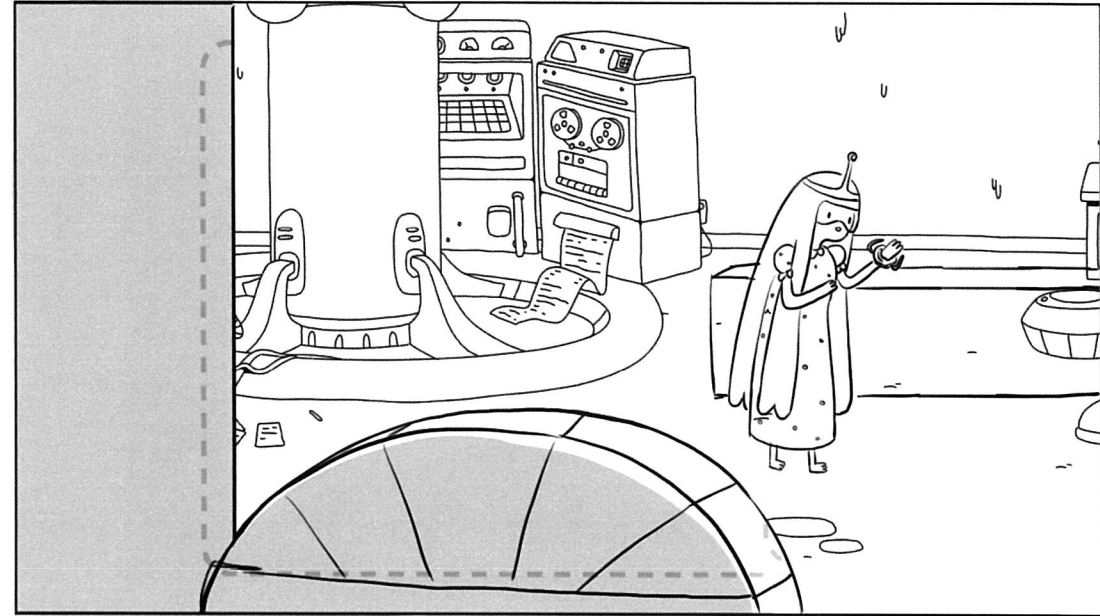


Sc. 15

Pnl. A

Bg.

day night

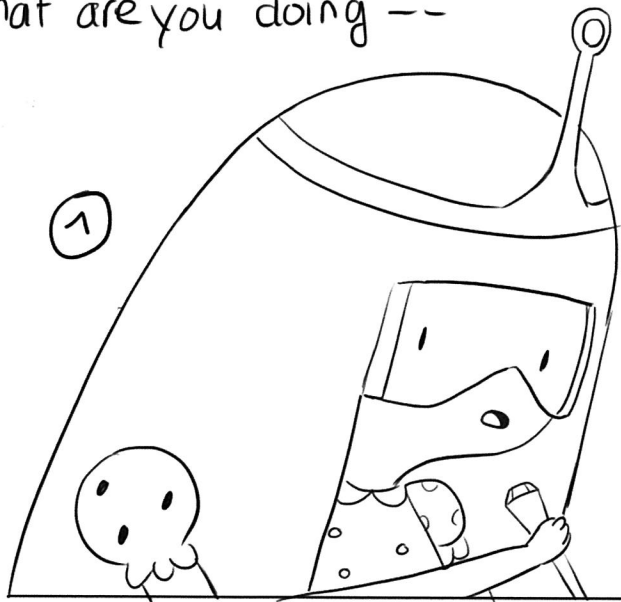


Dialog:

PeppB: what are you doing --

Action:

Timing:



PB: Here so late?

-PB TURNS.  
TOWARDS PEP-BUT.

EPISODE #

Production :

1042-250

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ADVENTURE TIME

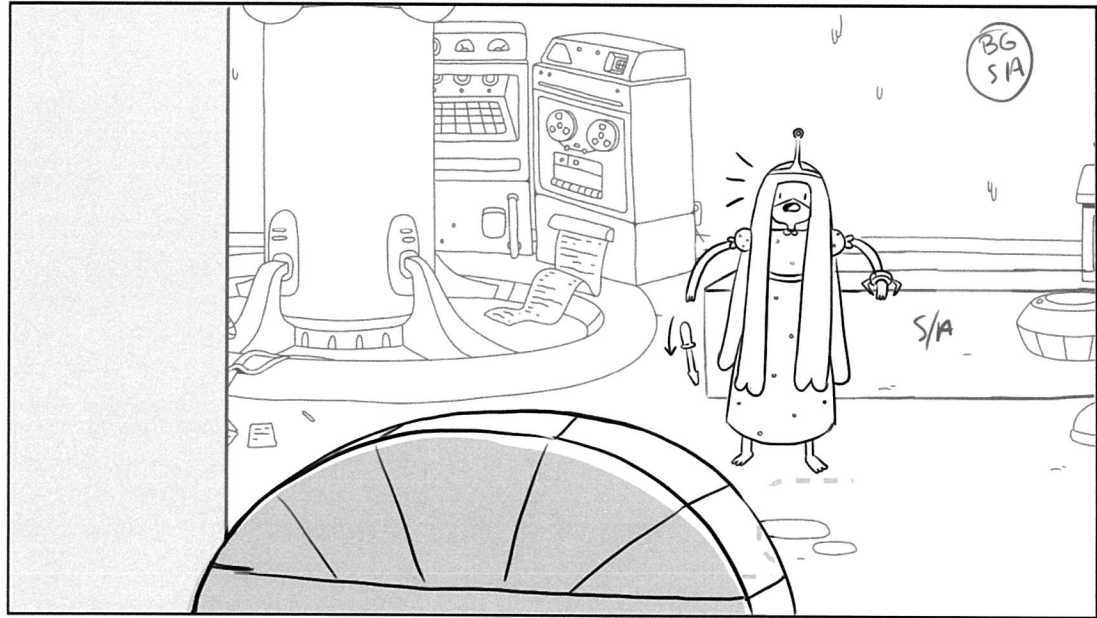


Sc. 15

Pnl. B

Bg.

day night

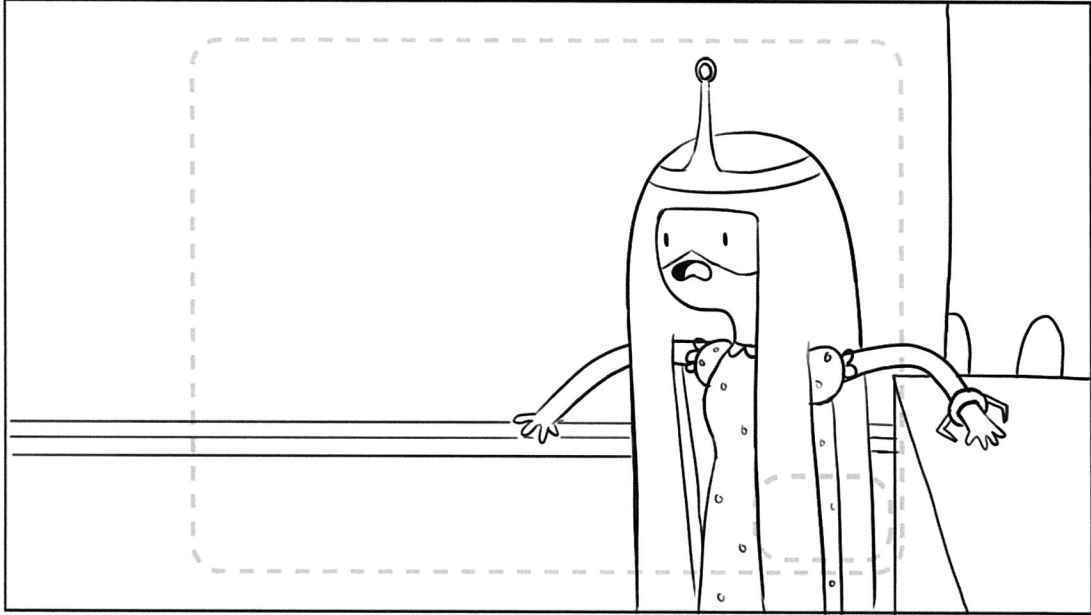


Sc. 16

Pnl. A

Bg.

day night



Dialog: PB : Peps!

Action: - PB PROPS SCREW DRIVER.

Timing:

EPISODE #

Production :

1042-250

ADVENTURE TIME

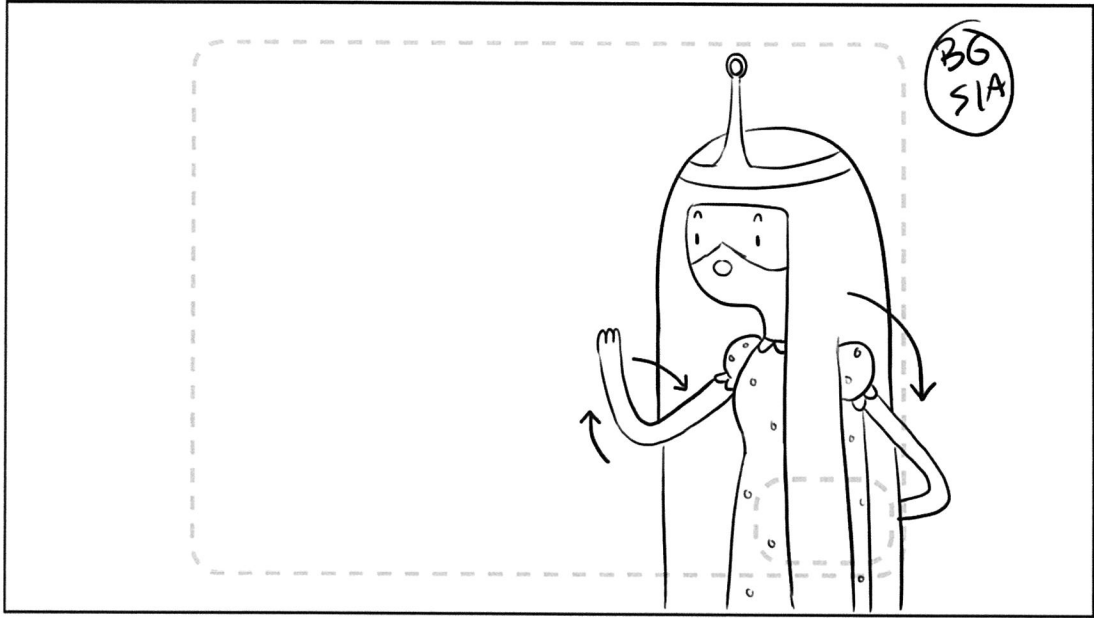


Sc. 16

Pnl. B

Bg.

day night

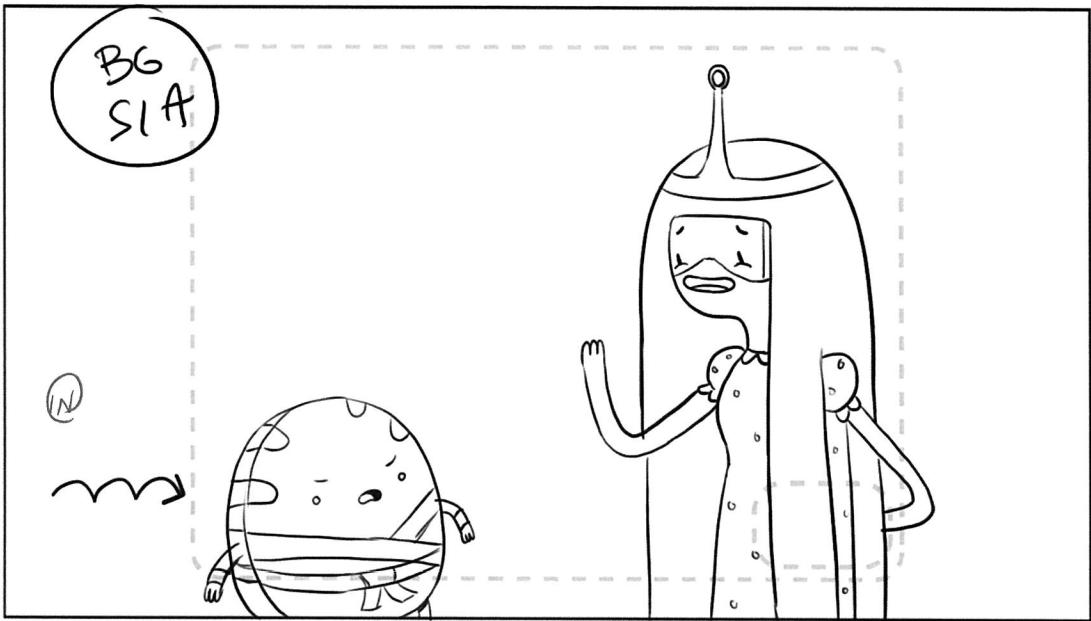


Sc. 16

Pnl. C

Bg.

day night



Dialog:

PB: Heyy buddy. Just doin' some casual science jazz.

PepB: Nice try, show me your hand, Young lady!

Action:

- PB HIDES HAND BEHIND HER BACK.

- PEP BUT HURRIES ON/S

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



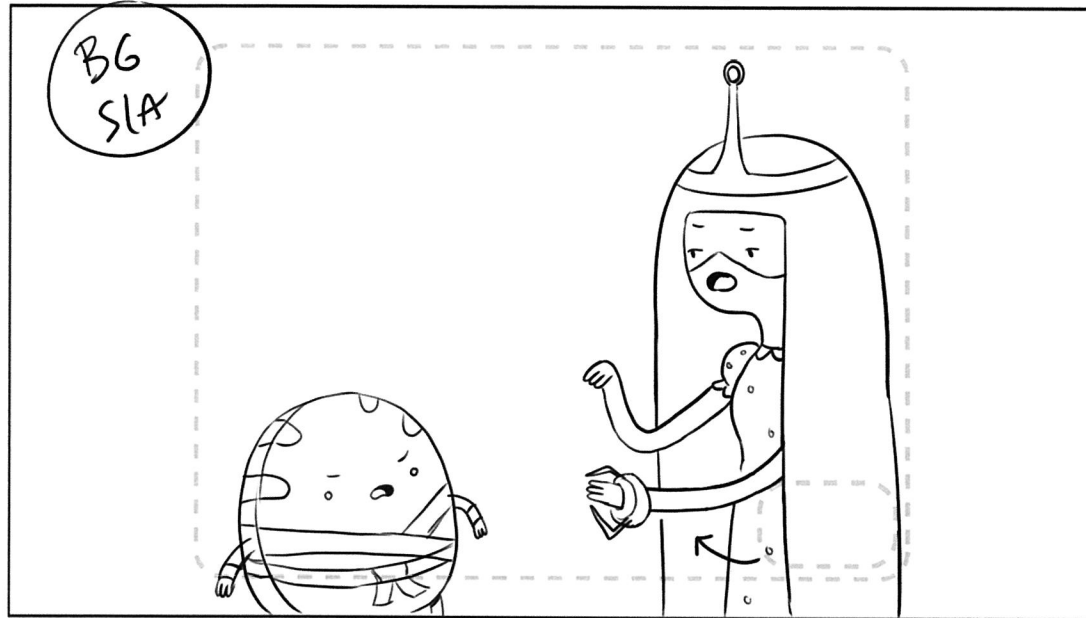
Page 37

Sc. 16

Pnl. D

Bg.

day night

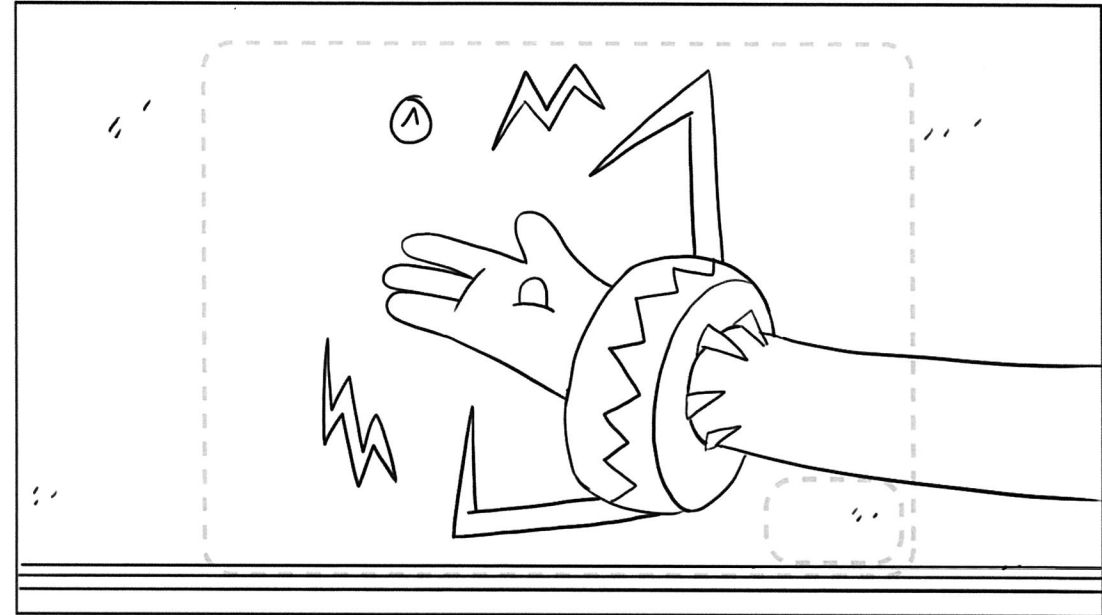


Sc. 17

Pnl. A

Bg.

day night



Dialog:

PB: Fine...

PB: I was trying to chart my candy power to figure out why it's so GARBAGE...

Action:

- PB HOLDS OUT ARM.

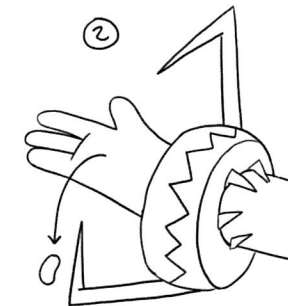
- Scary contraption zapping her palm.

- JELLYBEAN PROTRUDING

FROM PALM.

- JBEAN POPS OUT AND FALLS OFF/S.

Timing:



EPISODE #

Production :

1042-250

# ADVENTURE TIME



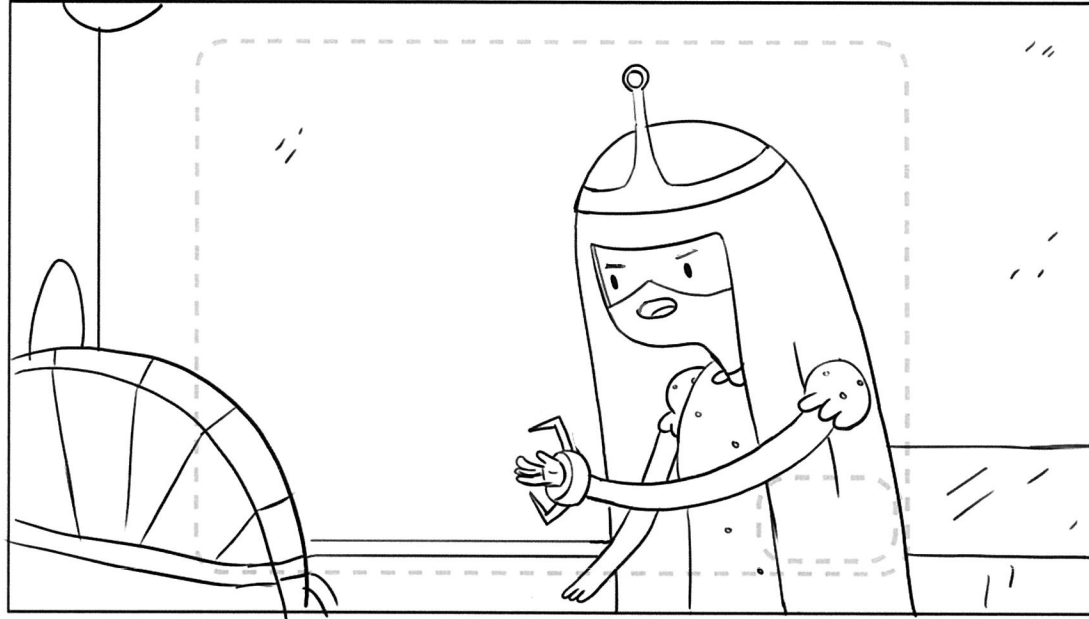
Page 38

Sc. 18

Pnl. A

Bg.

day night

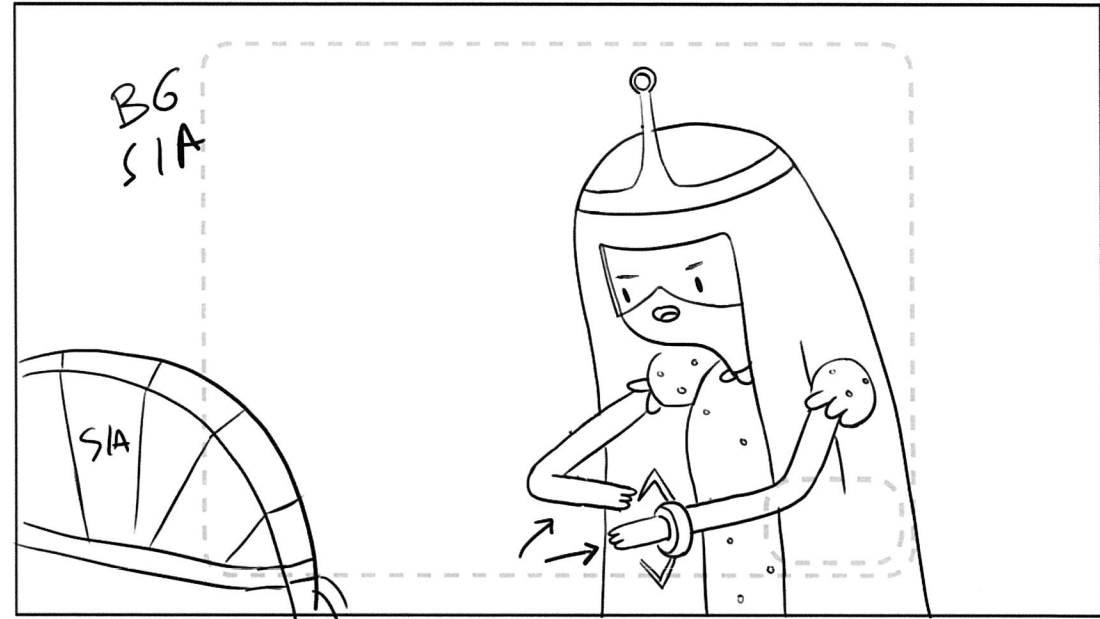


Sc. 18

Pnl. B

Bg.

day night



Dialog:

PB: But its GARBAGENESS IS UNCRACKABLE.

PB: All my experiment proved is that --

Action:

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



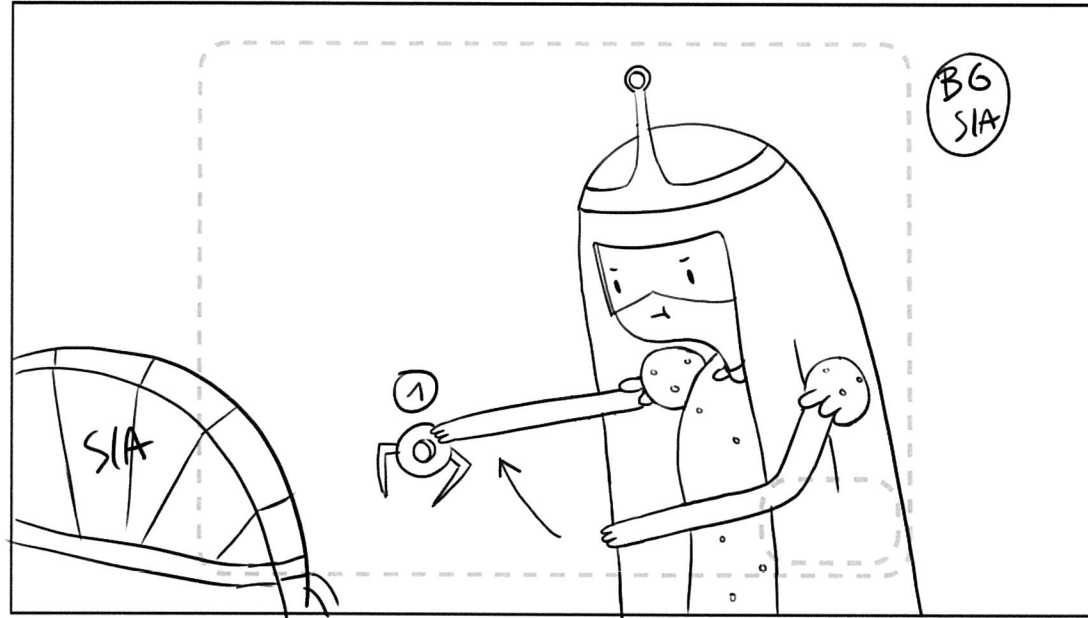
Page 39

Sc. 18

Pnl. C

Bg.

day night

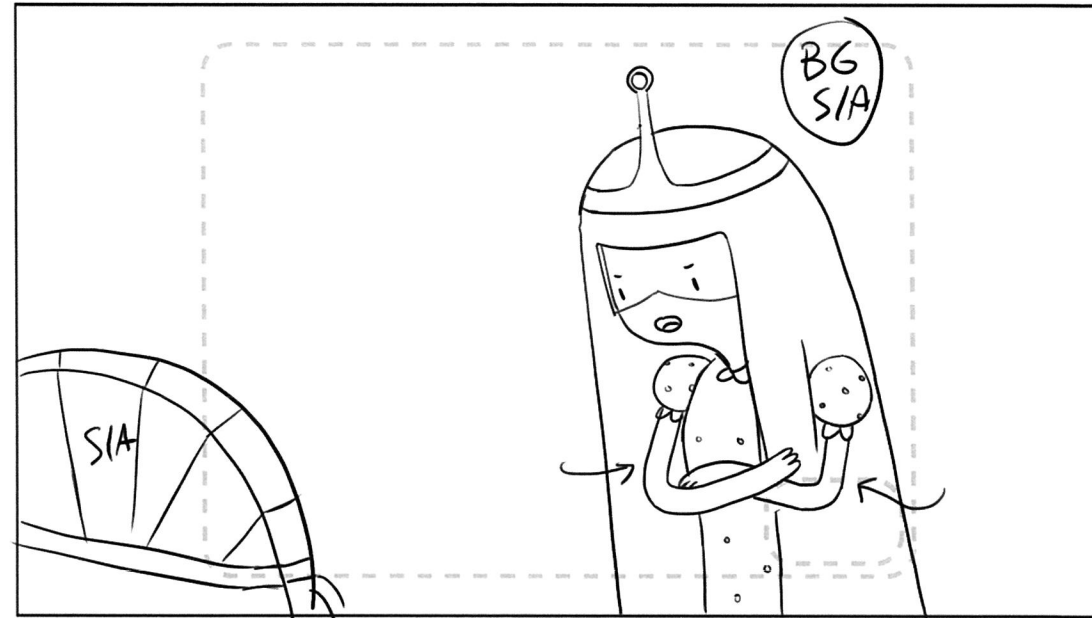


Sc. 18

Pnl. D

Bg.

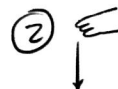
day night



Dialog:

PB : I might be envious of Slime Princess.

Action:



- PB PULLS OFF APPARATUS  
AND DROPS IT OFF/S.

Timing:



EPISODE #

Production :

1042-250

# ADVENTURE TIME



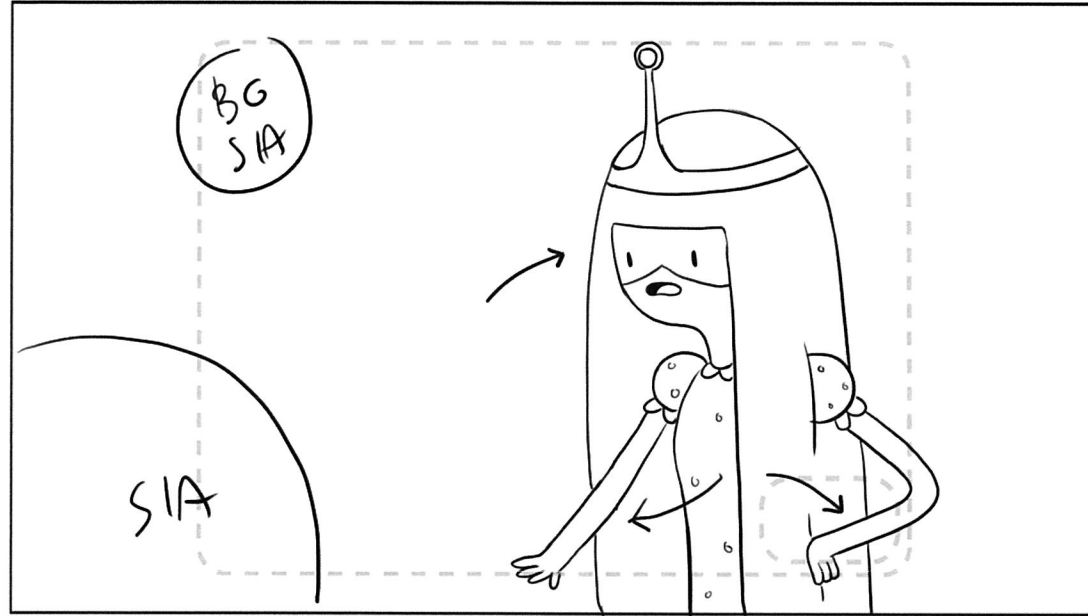
Page 40

Sc. 18

Pnl. E

Bg.

day night

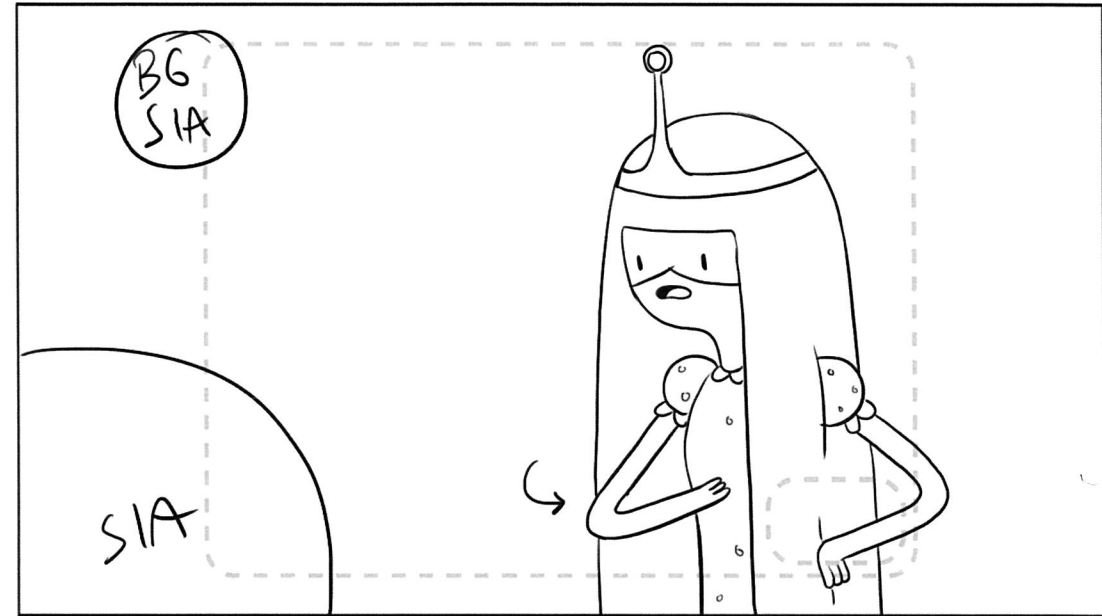


Sc. 18

Pnl. F

Bg.

day night



Dialog:

PB: But why? . . .

PB: Things were fine before jellybeans were --

Action:

Timing:

1042-250

EPISODE #

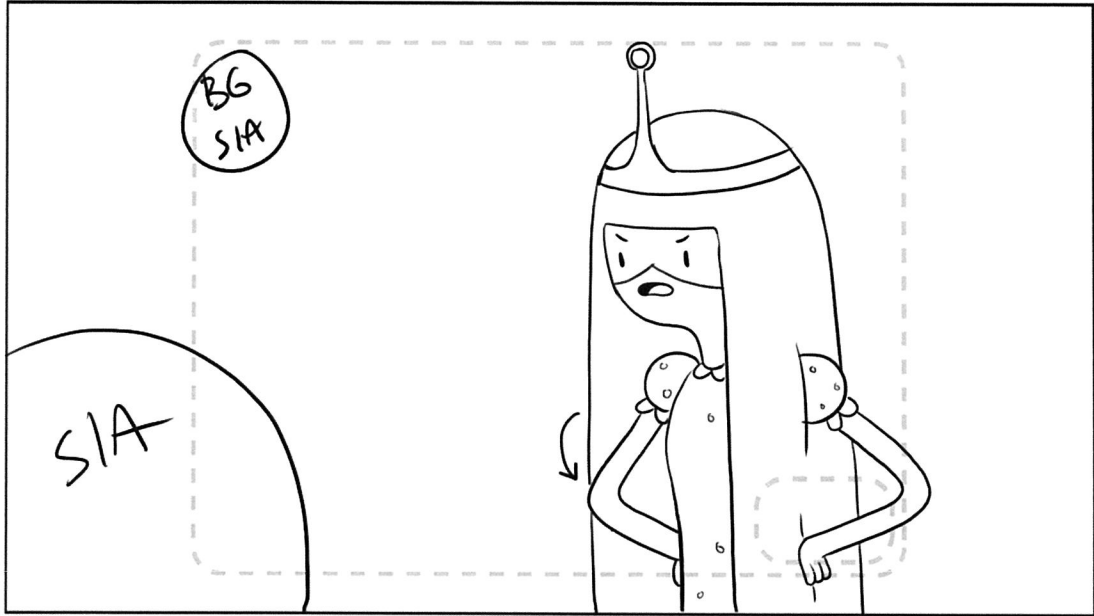
Production :



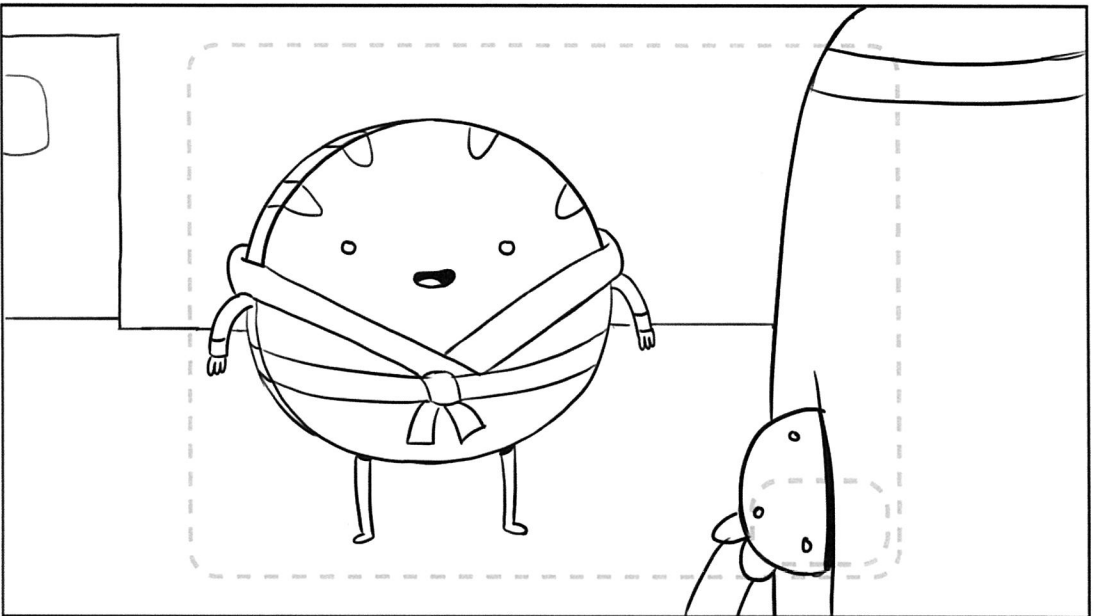
ADVENTURE TIME



Sc. 18 Pnl. G Bg. day night



Sc. 19 Pnl. A Bg. day night



Dialog:	<p><u>PB</u>: FARTING OUT OF MY PALMS.</p> <p><u>RepB</u>: DON'T GIVE IN TO nostalgia, princess.</p>
Action:	
Timing:	

EPISODE # 1042-250 Production :

# ADVENTURE TIME



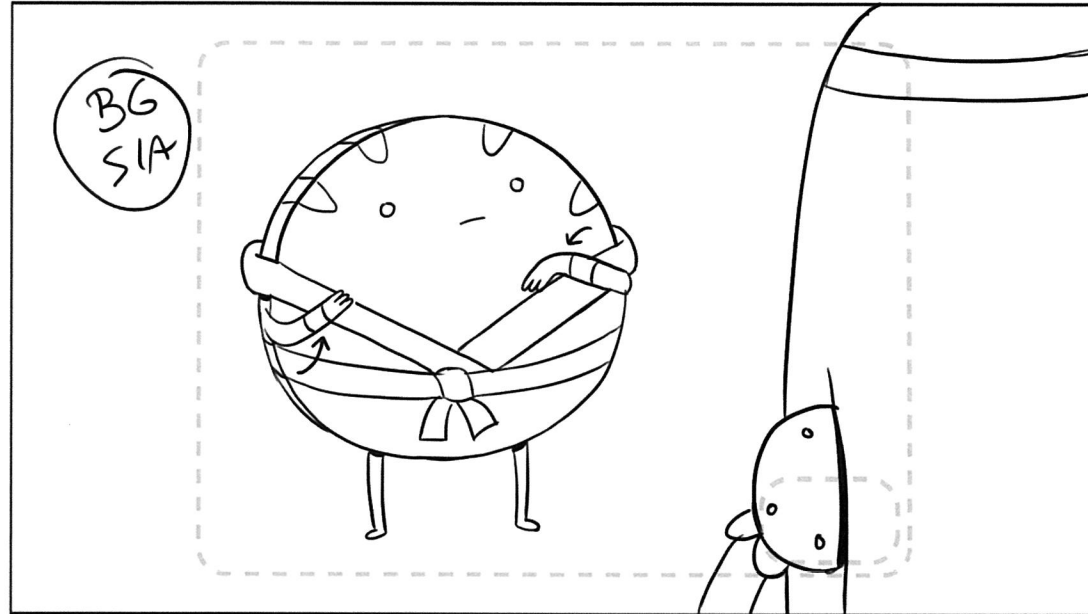
Page 42

Sc. 19

Pnl. B

Bg.

day night

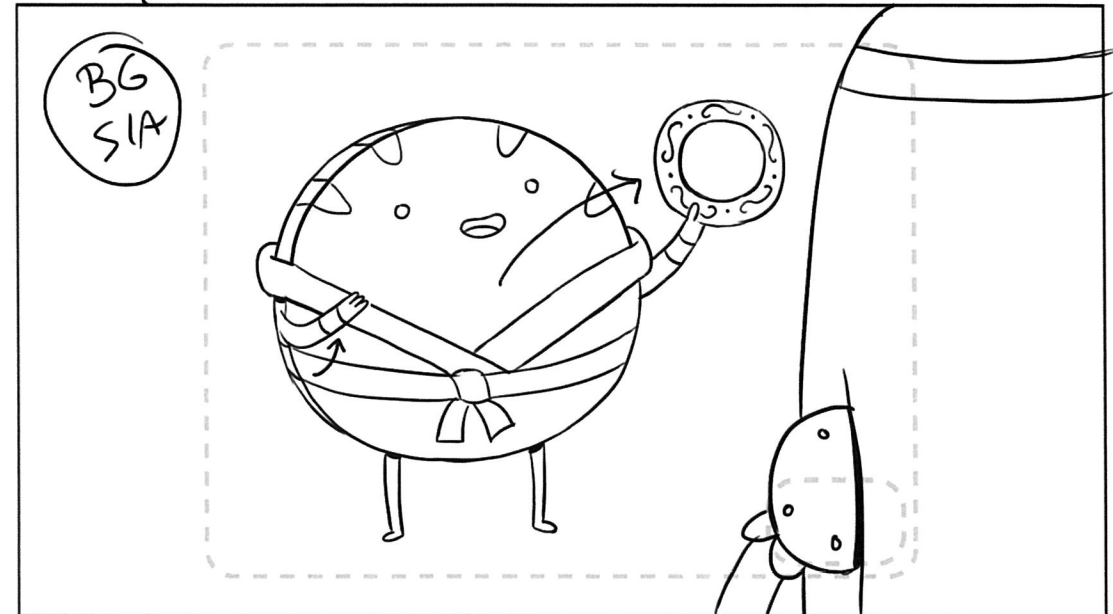


Sc. 19

Pnl. C

Bg.

day night



Dialog:

PepB: One day a person is livin' their normal life --

Action:

- PepB takes plate out of robe.

Timing:

1042-250

EPISODE #

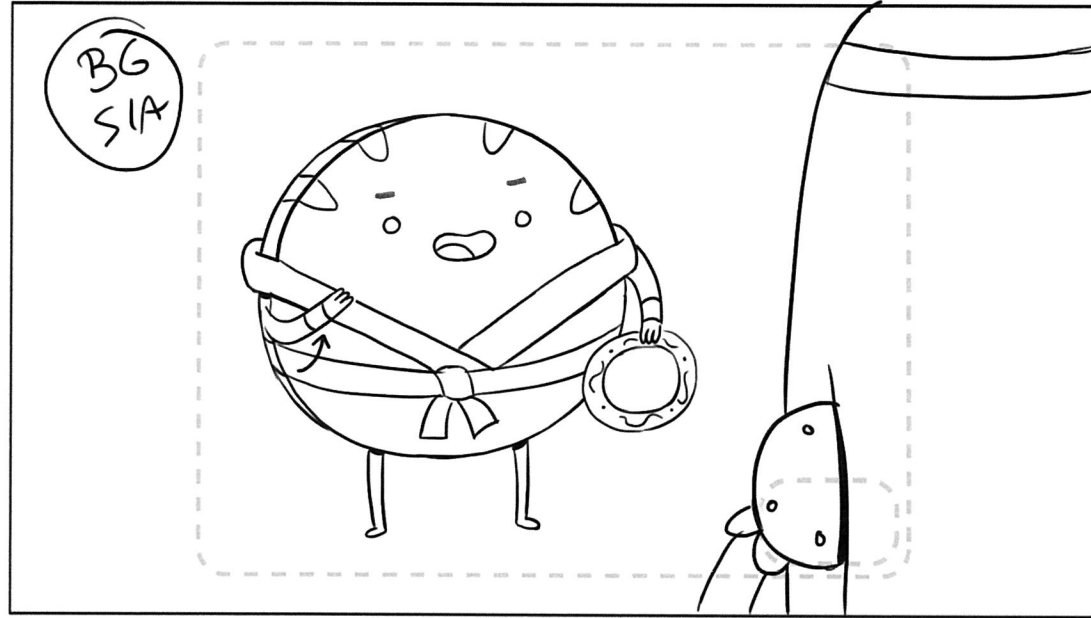
Production :



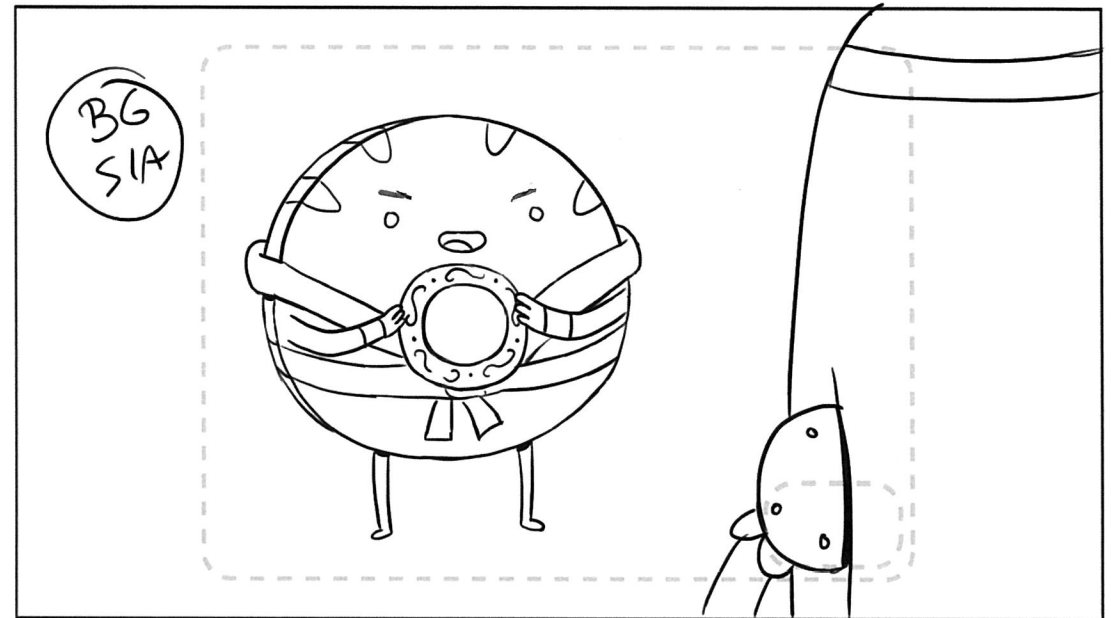
# ADVENTURE TIME

Page 43

Sc. 19 Pnl. D Bg. day night



Sc. 19 Pnl. E Bg. day night



Dialog: PepB : The next day they find out they're vessels for an ancient source of power.

PepB : And they DEAL WITH IT.

Action:

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



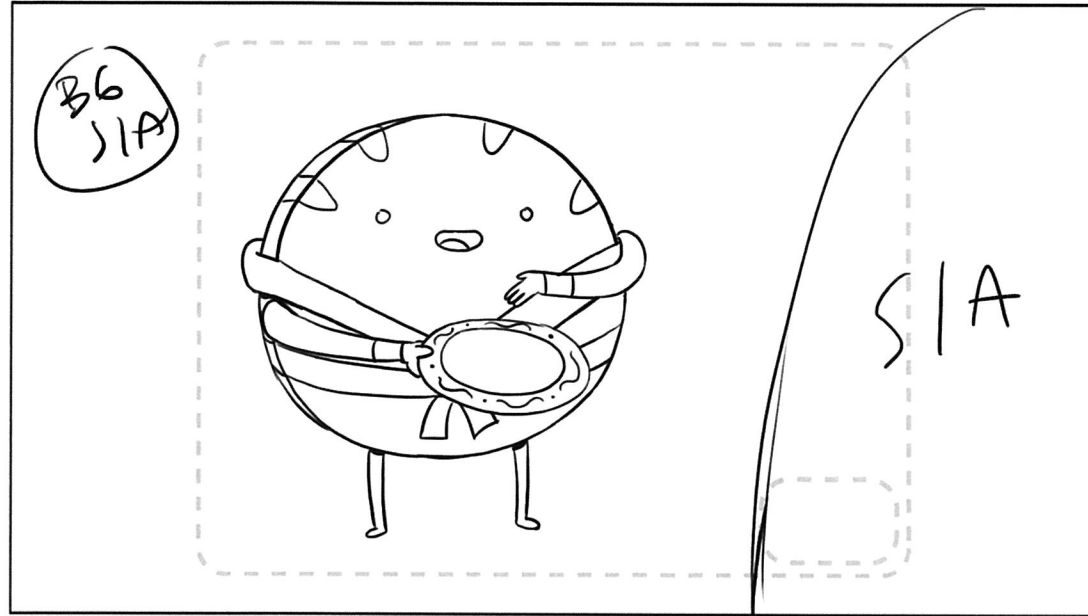
Page 44

Sc. 19

Pnl. F

Bg.

day night

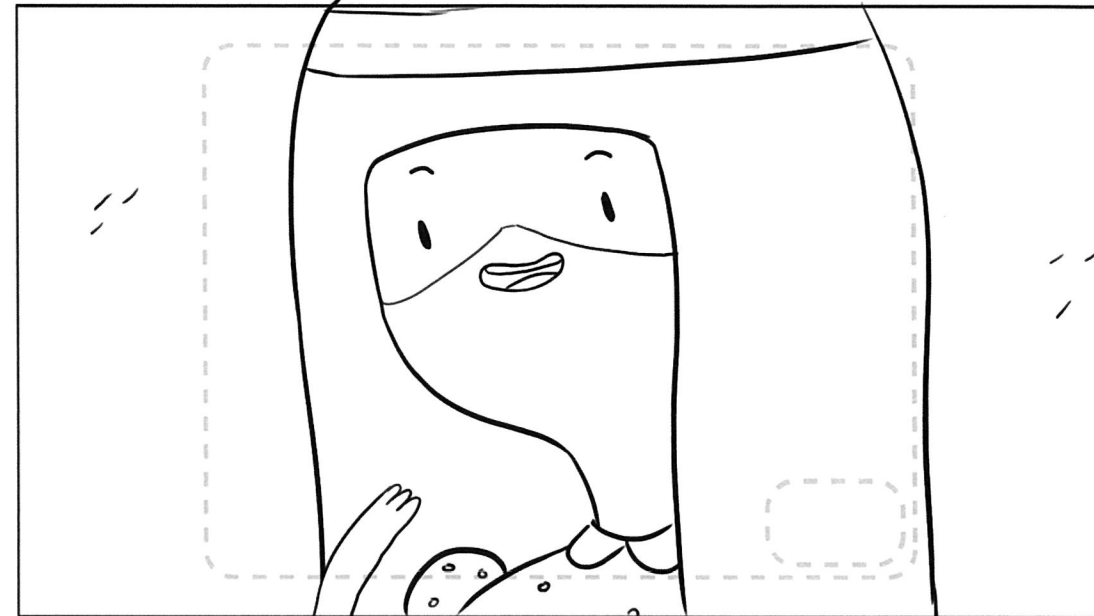


Sc. 20

Pnl. A

Bg.

day night



Dialog: PepB: Now, imagine this plate's an enemy of the Kingdom...

PB: You sleep with a plate?

Action:

Timing:

EPISODE # 1042-250

Production :

# ADVENTURE TIME



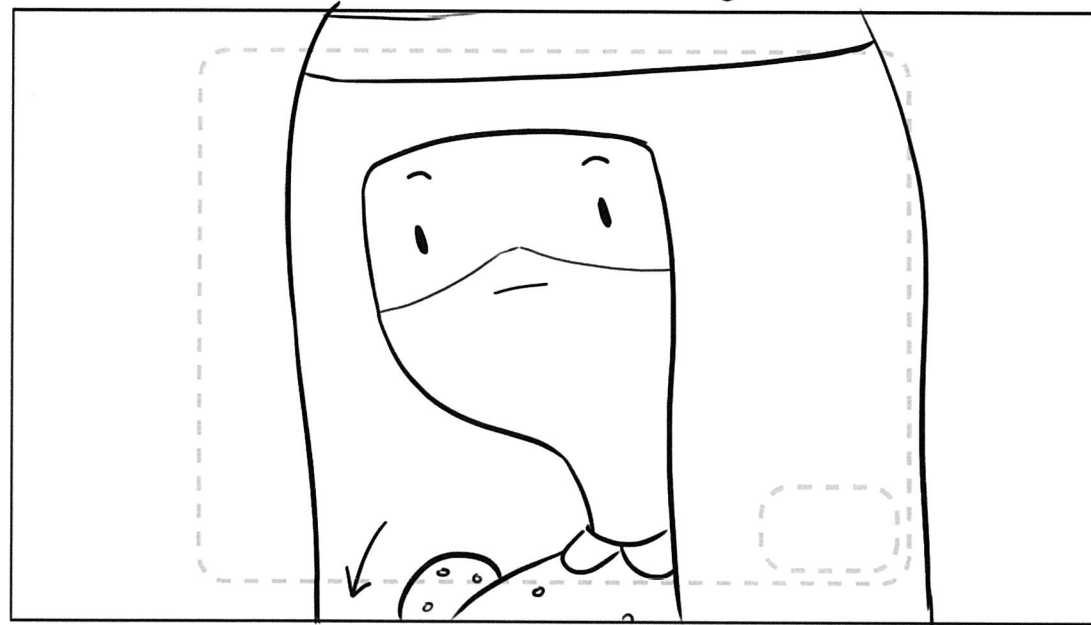
Page 45

Sc. 20

Pnl. B

Bg.

day night

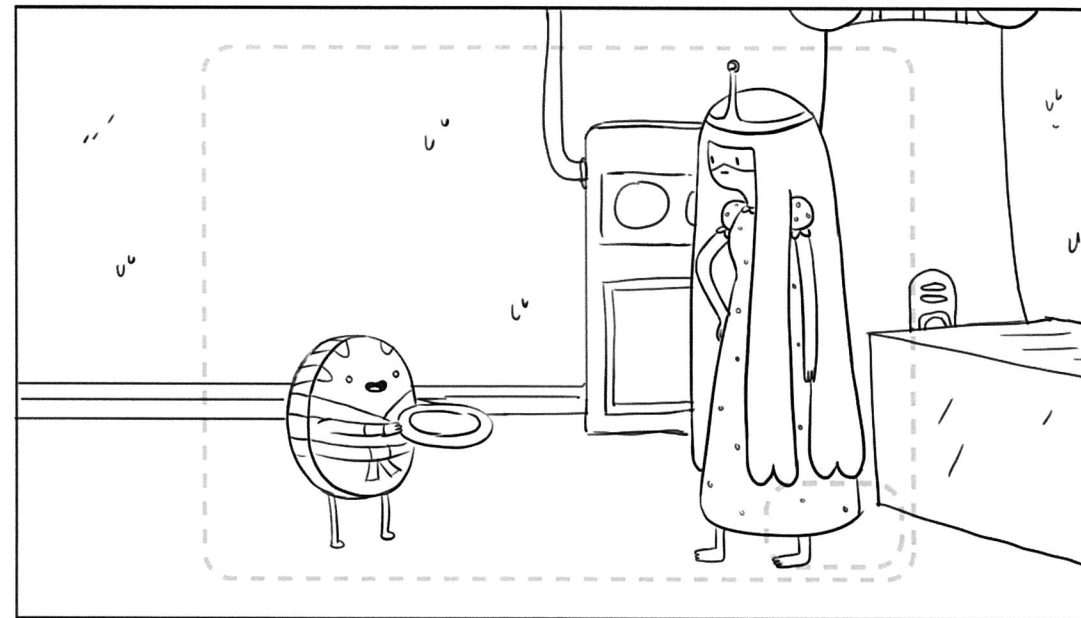


Sc. 21

Pnl. A

Bg.

day night



Dialog: PepB : I'm a butler. Anyhow-  
(O/S) The whole Kingdom's lookin'  
to you to beat it.

PepB : You're gonna shoot it with streams of  
powerful candy, --

Action:

Timing:

EPISODE #

Production :

1042-250

ADVENTURE TIME

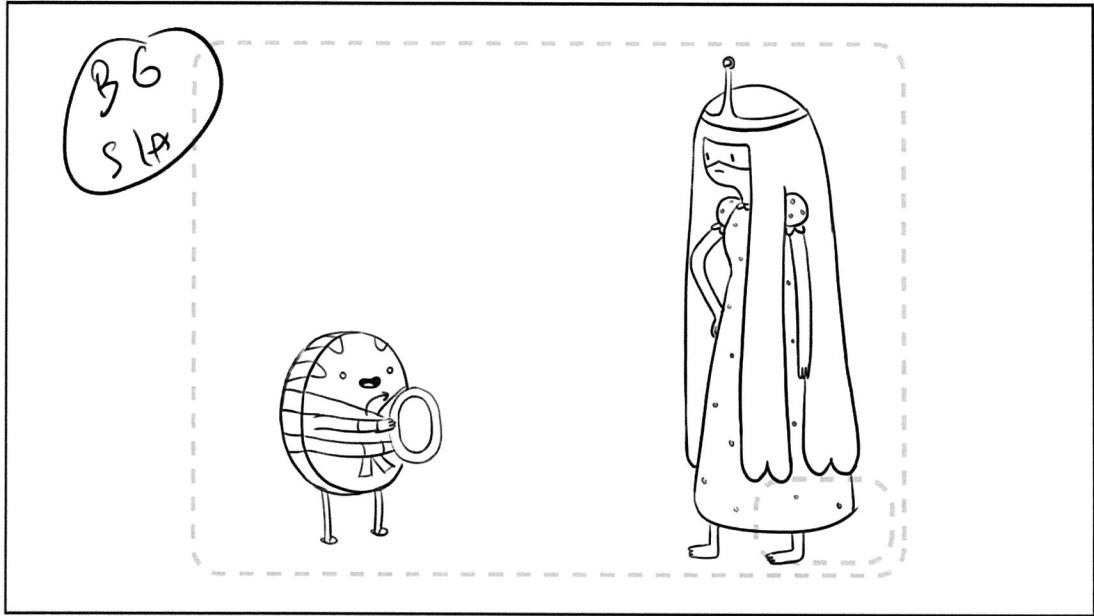


Sc. 21

Pnl. B

Bg.

day night

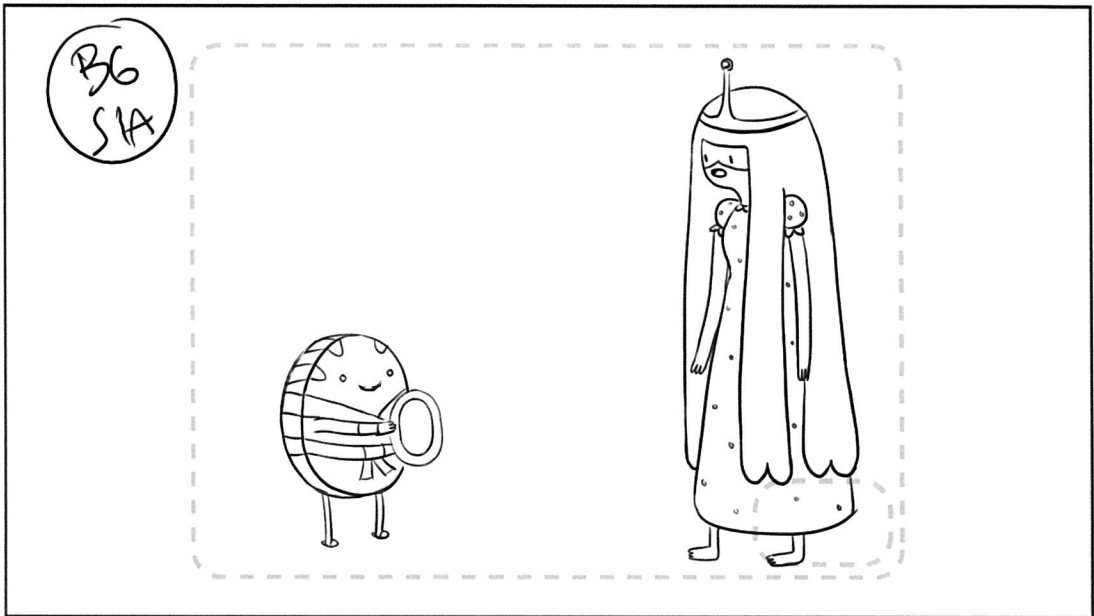


Sc. 21

Pnl. C

Bg.

day night



Dialog: PepB: And it's gonna blow their freakin' minds!

PB: Well... okay.

Action:

Timing:

1042-250

EPISODE #

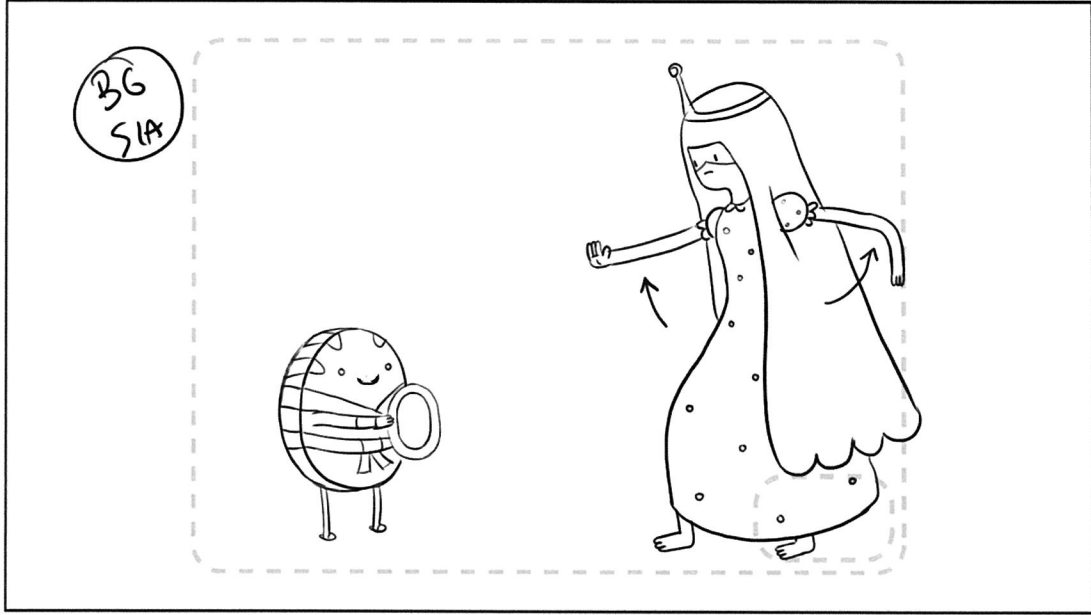
Production :

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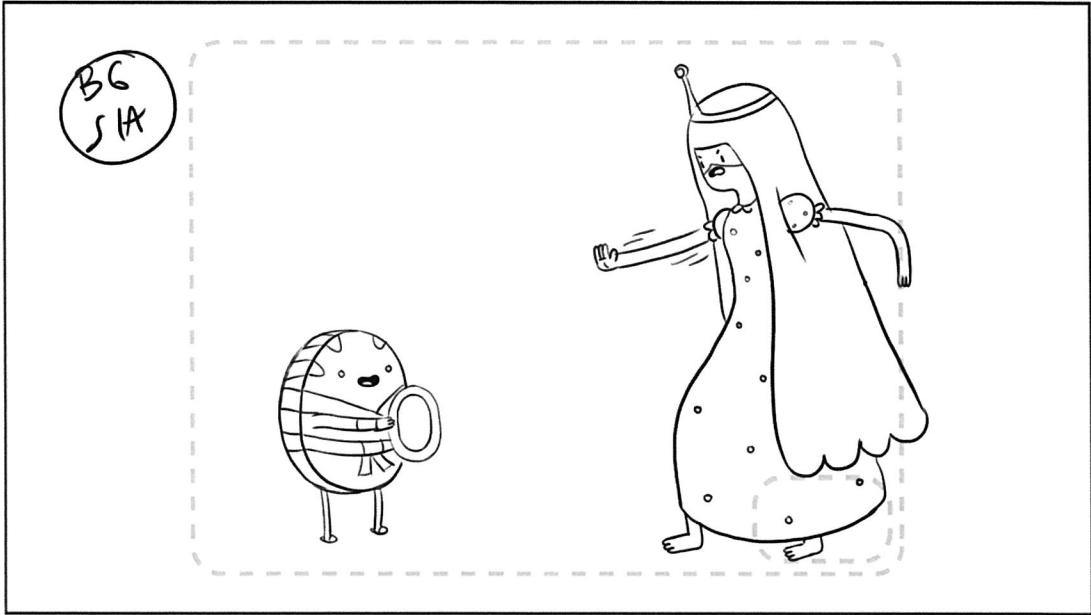
ADVENTURE TIME



Sc. 21 Pnl. D Bg. day night



Sc. 21 Pnl. E Bg. day night



Dialog:	PB: [strains]
Action:	- PB RAISES ARM. - PB SHAKES WITH EFFORT
Timing:	

EPISODE # 1042-250 Production :

ADVENTURE TIME

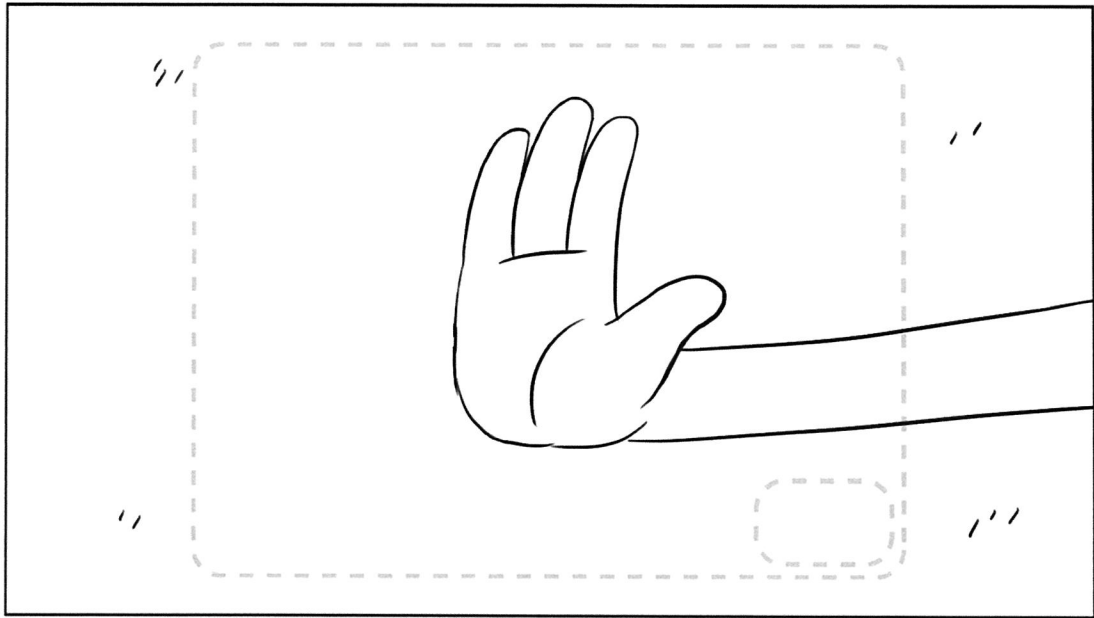


Sc. 22

Pnl. A

Bg.

day night



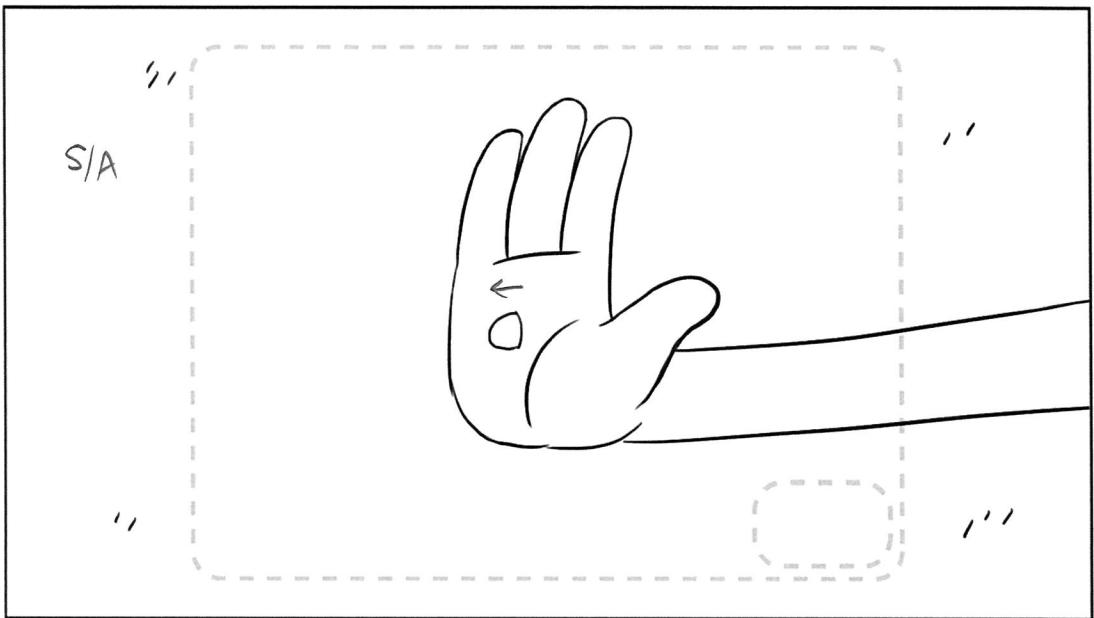
Sc. 22

Pnl. B

Bg.

day night

Page 48



Dialog:

\* PRBBT \*

Action:

- JELLY BEAN SLOWLY PHASES OUT OF PALM.

Timing:

1042-250  
EPISODE #

Production :



# ADVENTURE TIME

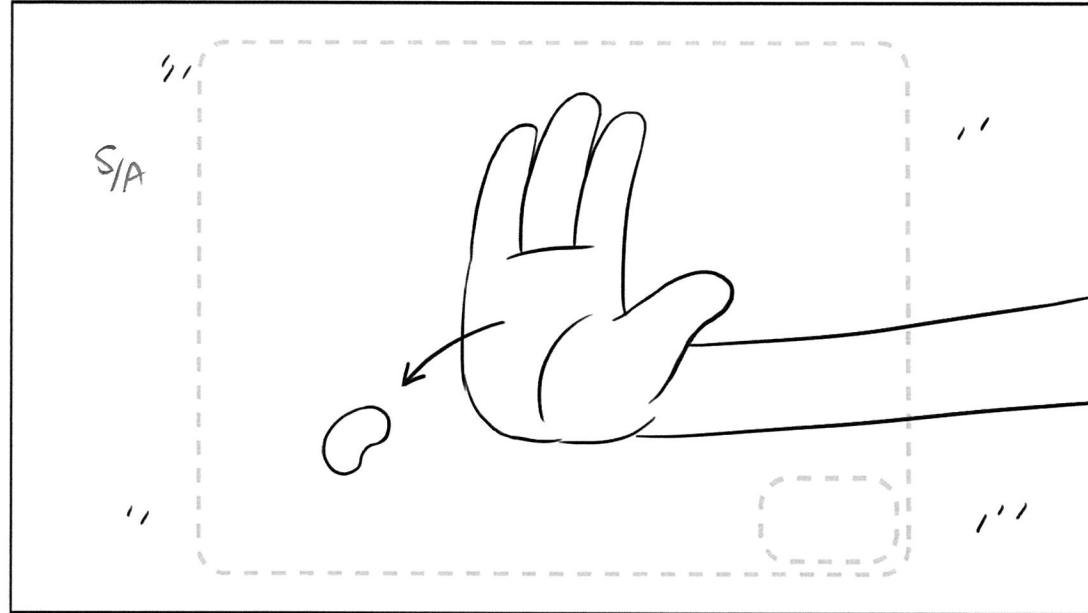


Sc. 22

Pnl. C

Bg.

day night

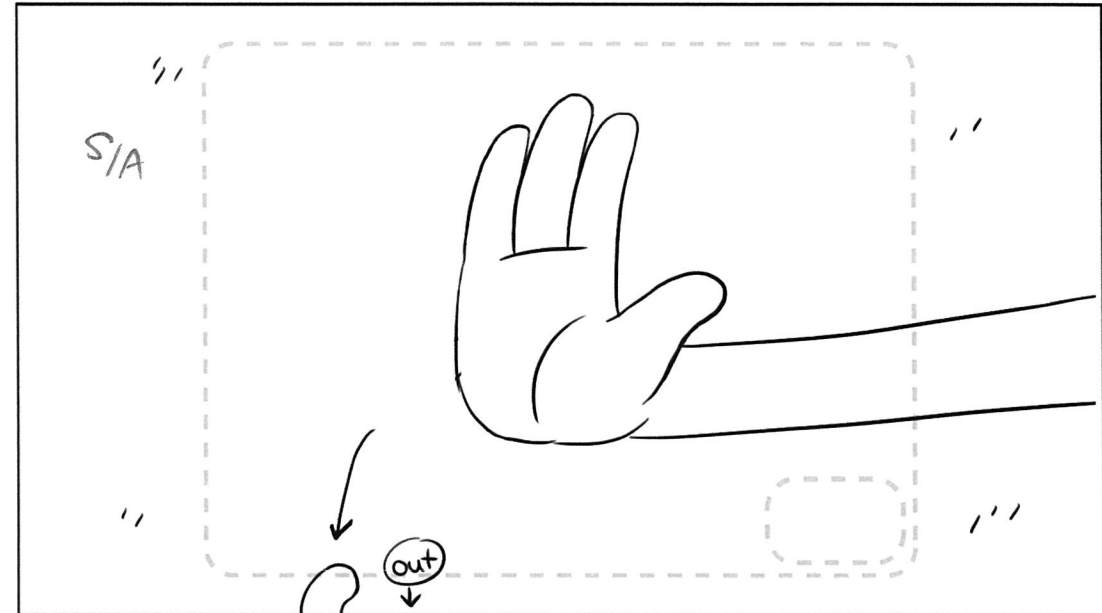


Sc. 22

Pnl. D

Bg.

day night



Dialog:

Action:

-JELLYBEAN POPS LOOSE AND FALLS OFF/S.

Timing:

Page 49

1042-250

EPISODE #

Production :

ADVENTURE TIME

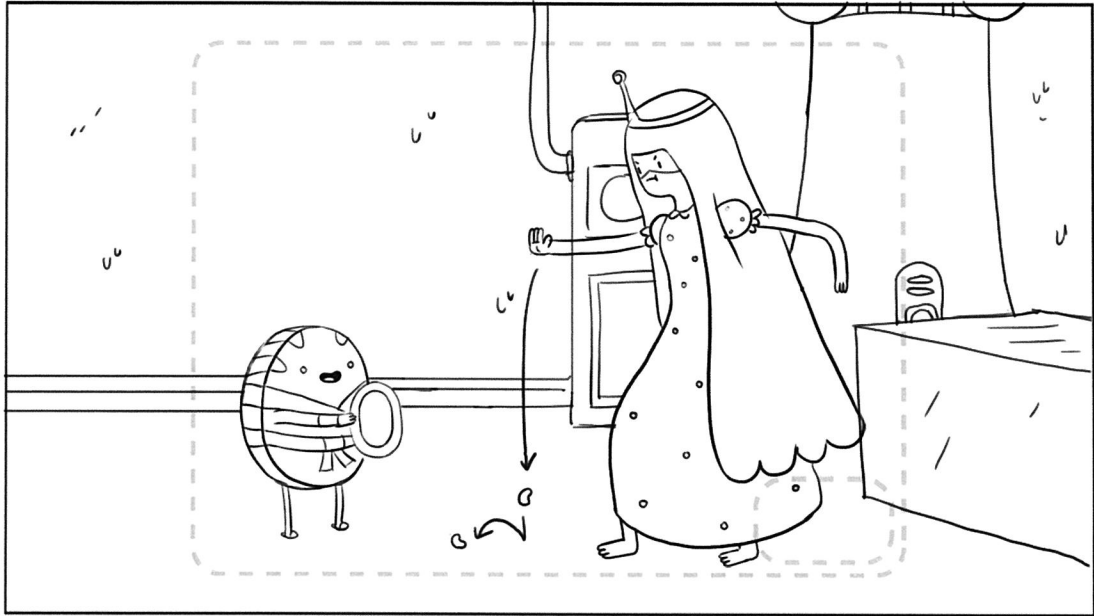


Sc. 23

Pnl. A

Bg.

day night

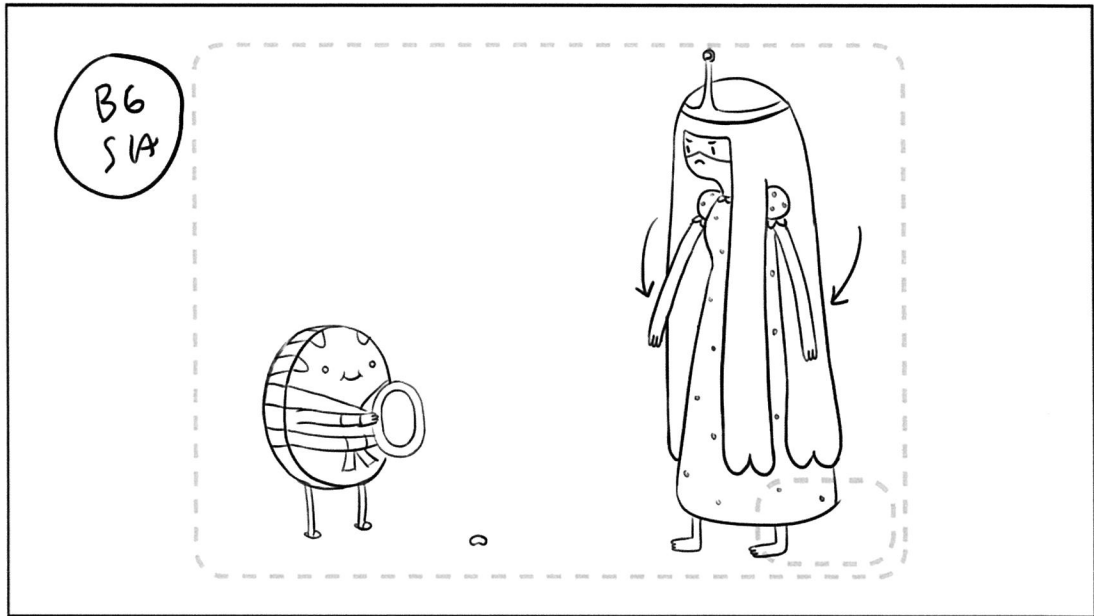


Sc. 23

Pnl. B

Bg.

day night



Dialog:

SFX: \*TK-TK\*

Action:

-JELLYBEAN FALLS TO THE GROUND.

Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME

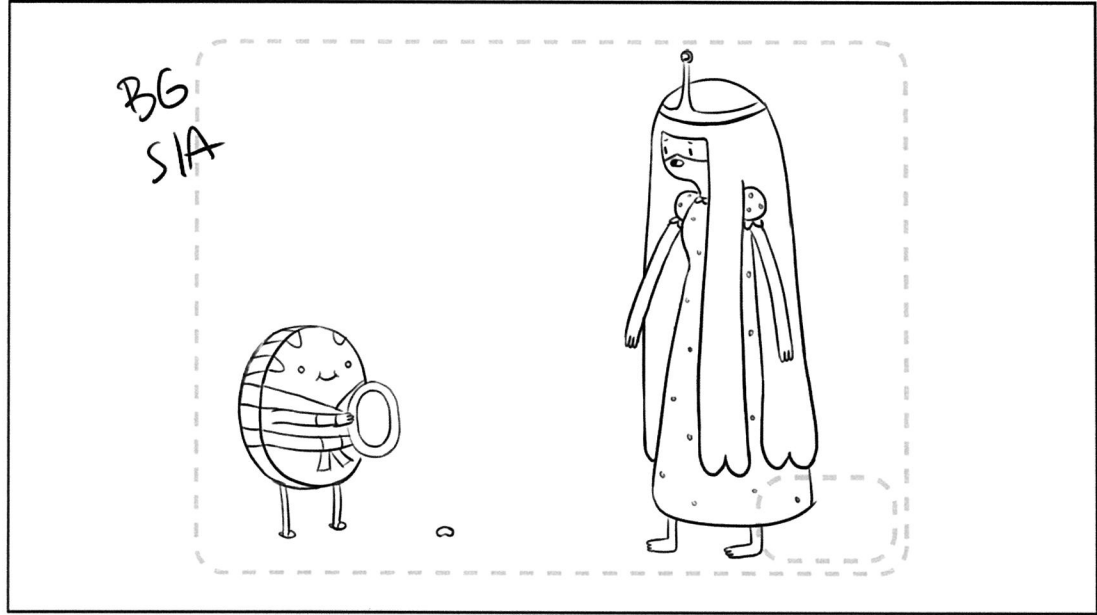


Sc. 23

Pnl. C

Bg.

day night

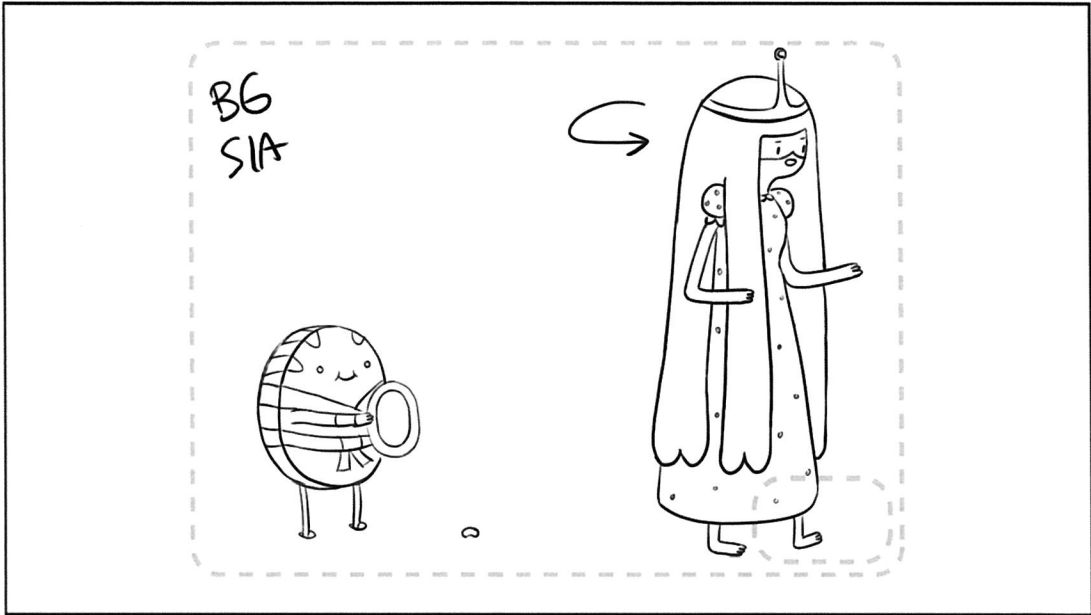


Sc. 23

Pnl. D

Bg.

day night



Dialog:

PB: Thanks for tryin', Peps...

PB: I'm gonna call it a night.

Action:

-PB TURNS.

Timing:

1042-250

EPISODE #

Production :



# ADVENTURE TIME

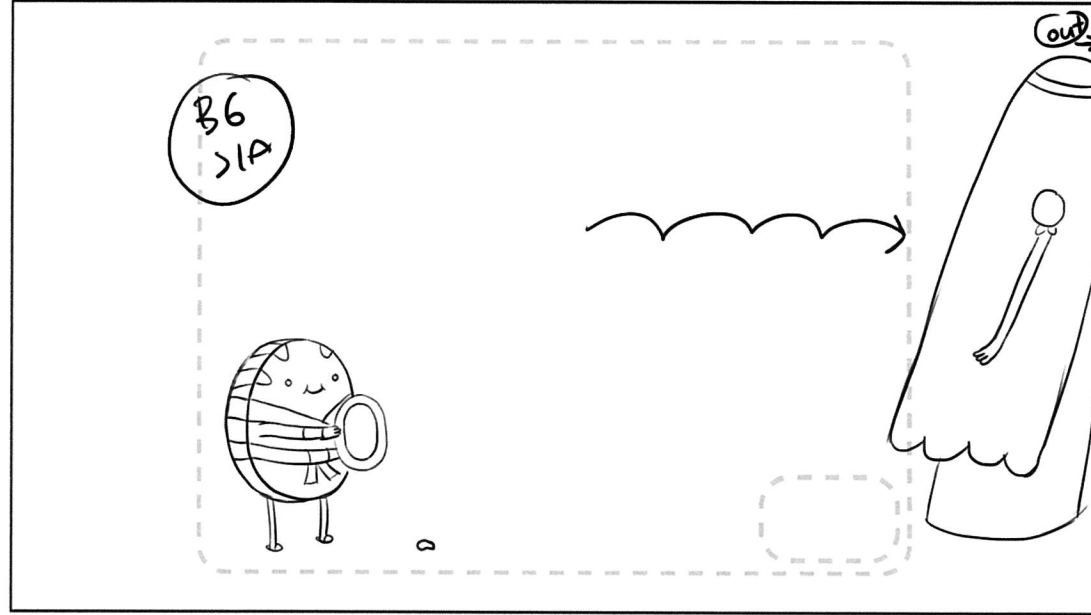
Page 52

Sc. 23

Pnl. E

Bg.

day night

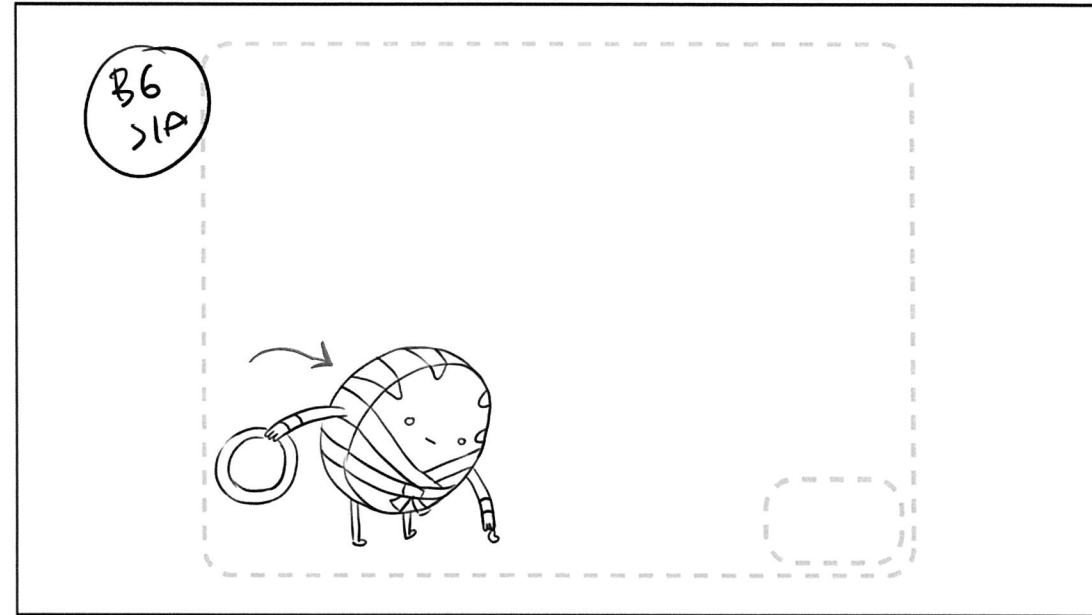


Sc. 23

Pnl. F

Bg.

day night



Dialog:

Action:

- PB WALKS OFF/S,

- PepB picks up candy

Timing:

EPISODE #

1042-250

Production :

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ADVENTURE TIME

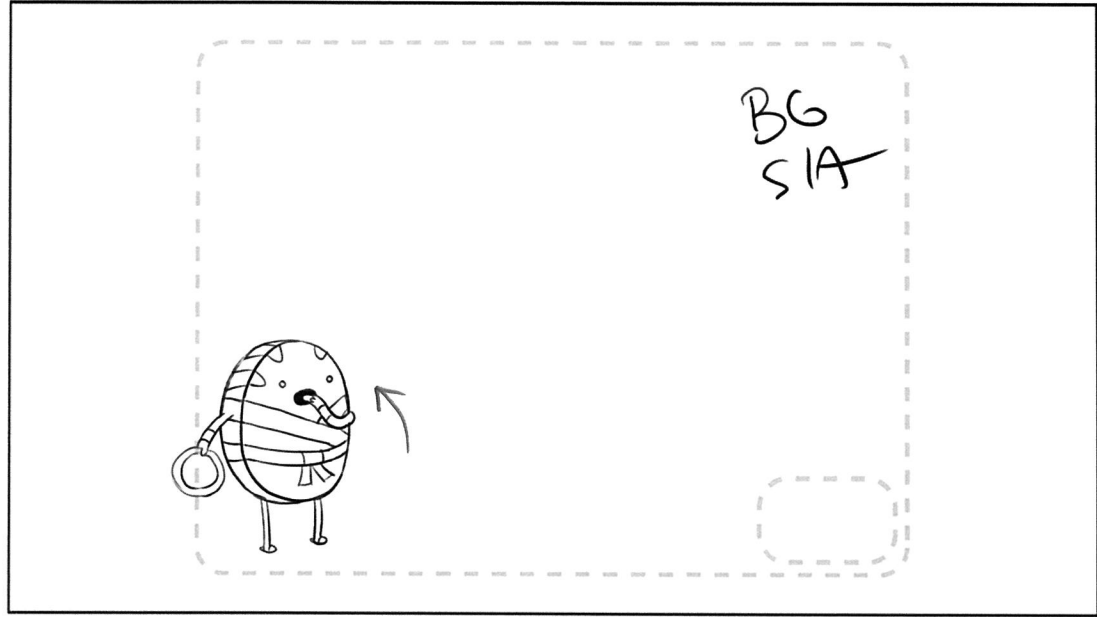


Sc. 23

Pnl. 6

Bg.

day night

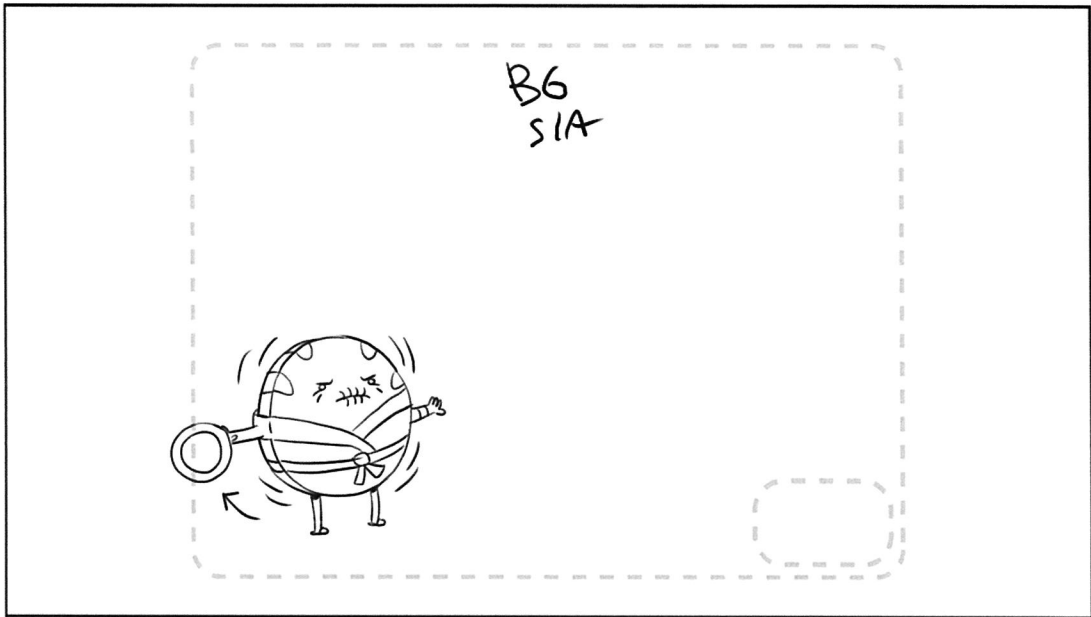


Sc. 23

Pnl. 4

Bg.

Page 53  
day night



Dialog:

Action:

- PepB PUTS JELLY BEAN IN MOUTH.      PepB makes a 'sour face'

Timing:

EPISODE # 1042-250  
Production :

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ADVENTURE TIME

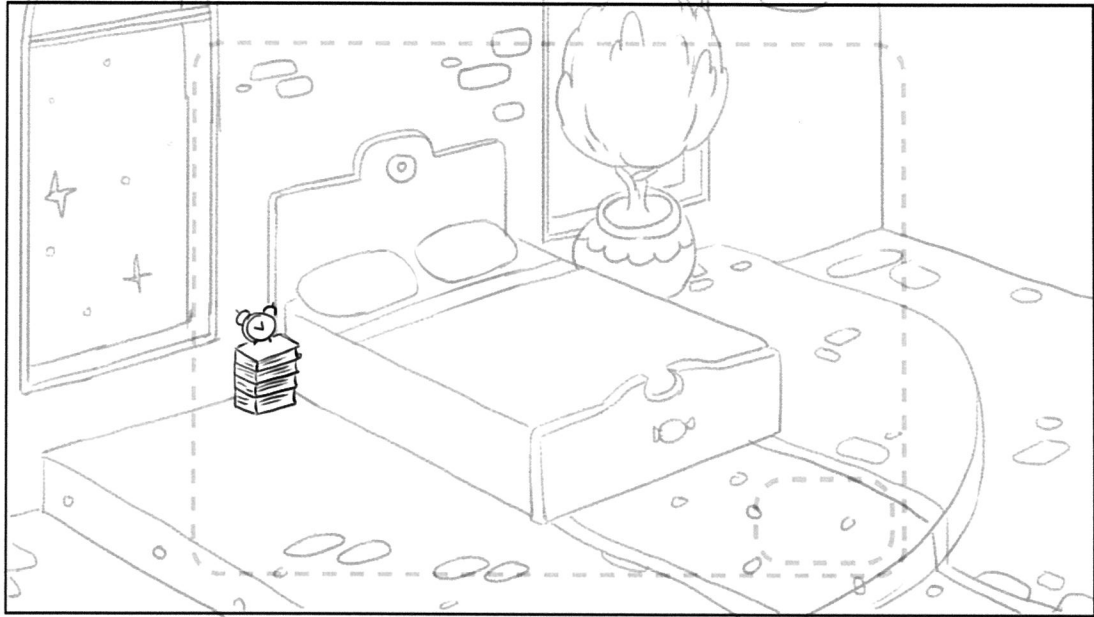


Sc. 24

Pnl. A

Bg.

day night

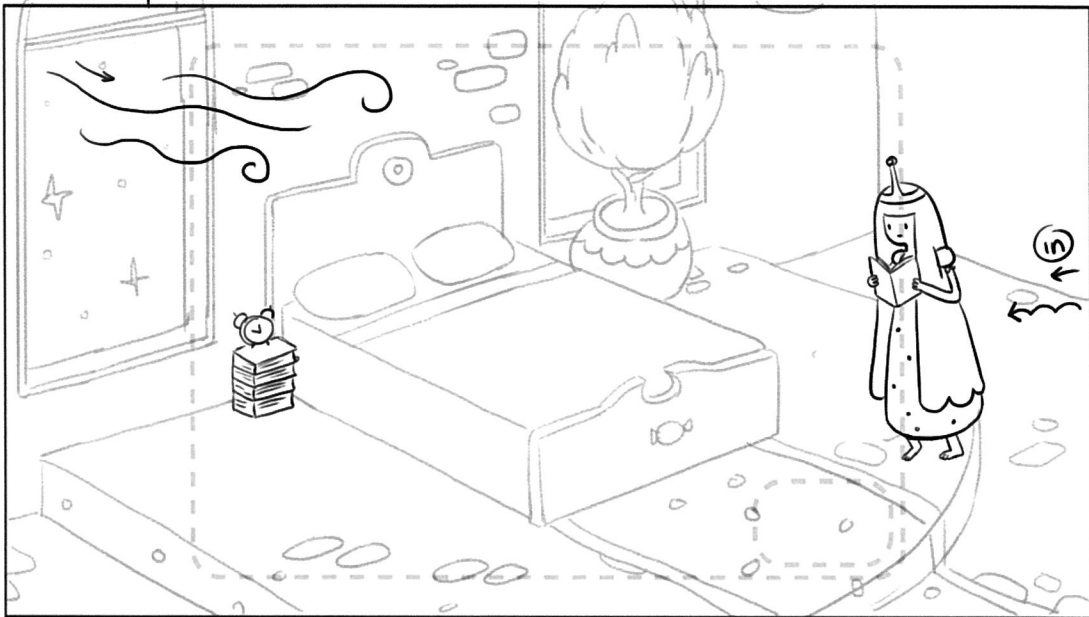


Sc. 24

Pnl. B

Bg.

day night



Dialog:

SFX: \* WIND \*

Action:

-PB'S BEDROOM.

-PB WALKS ON/S.

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



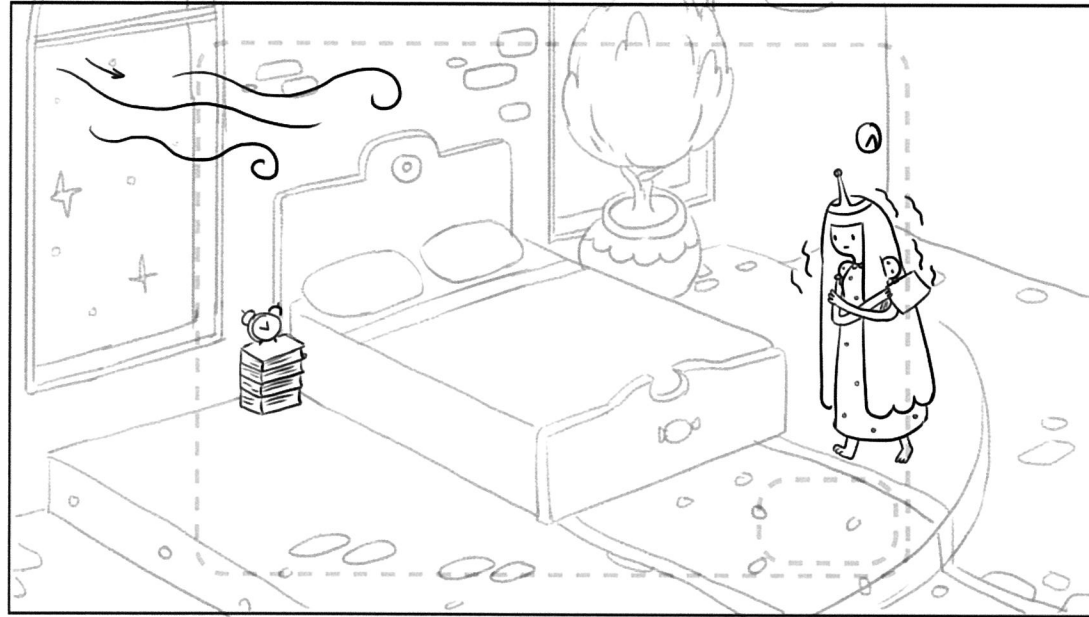
Page 55

Sc. 24

Pnl. C

Bg.

day night

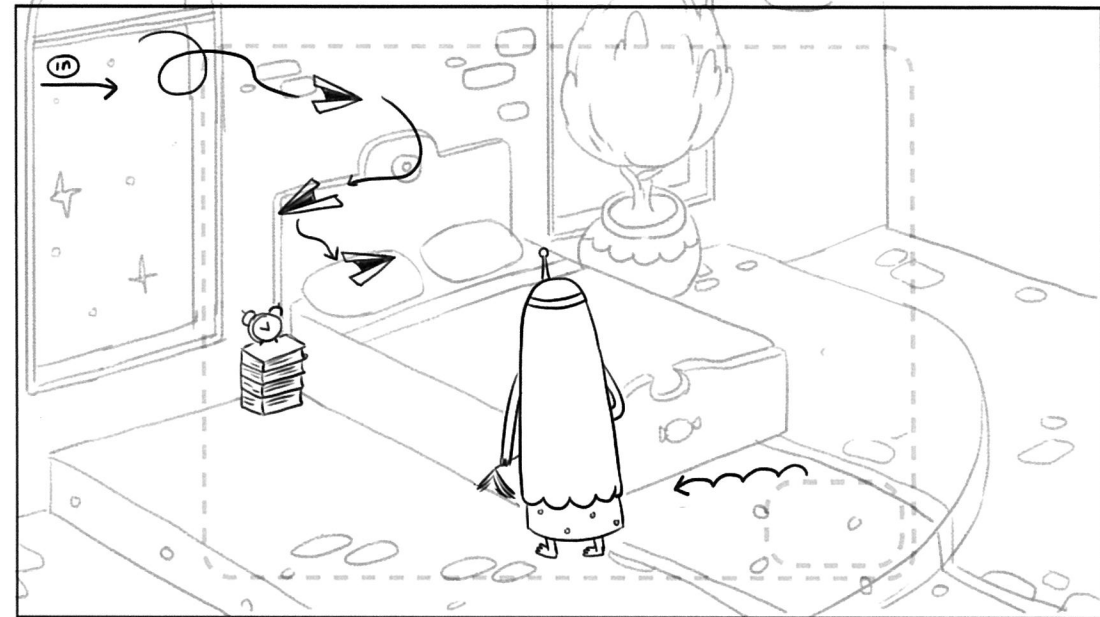


Sc. 24

Pnl. D

Bg.

day night



Dialog:

PB: Brrr



Action:

- Cold wind comes through the window.

- Paper plane comes through the window and lands on the pillow.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



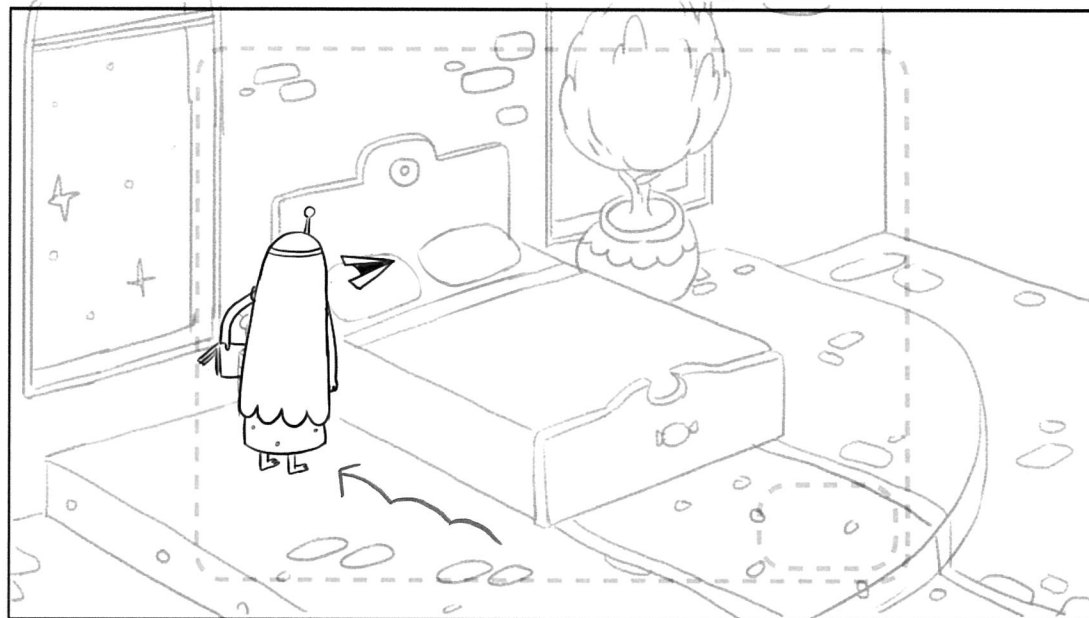
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Sc. 24

Pnl. E

Bg.

day night

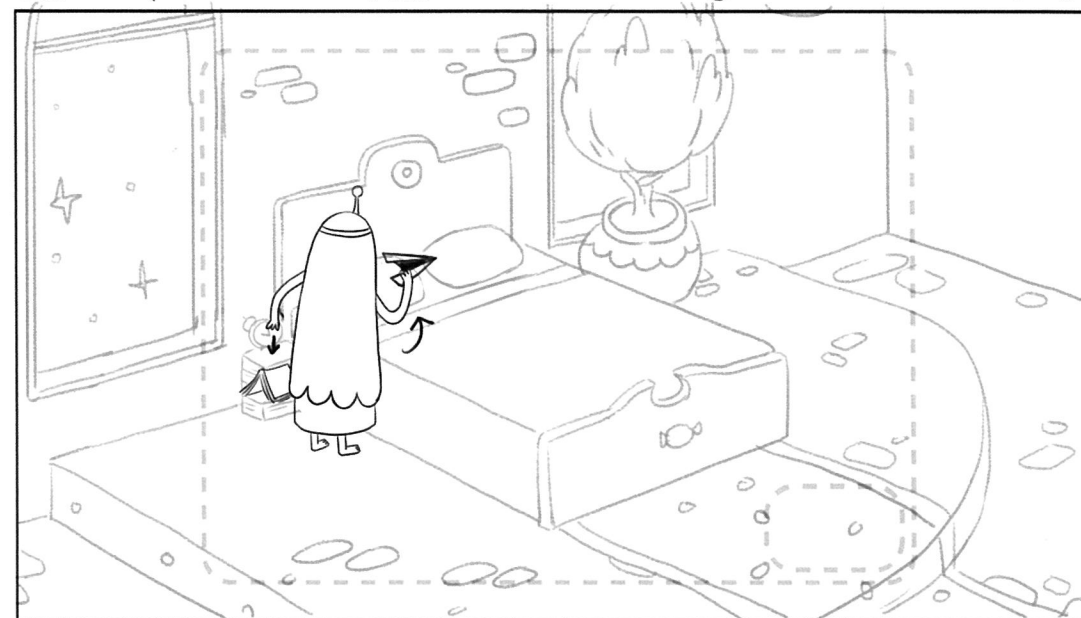


Sc. 24

Pnl. F

Bg.

day night



Dialog:

PB: Huh?

Action:

-PB PICKS UP AIRPLANE.

Timing:

Production :

EPISODE #

1042-250



# ADVENTURE TIME



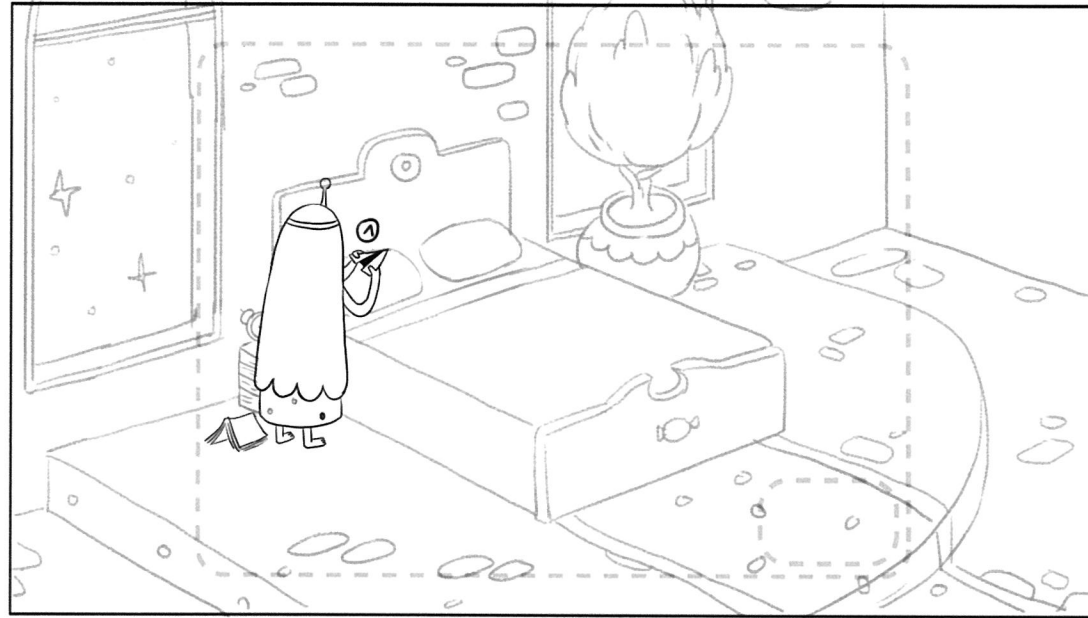
Page 57

Sc. 24

Pnl. G

Bg.

day night

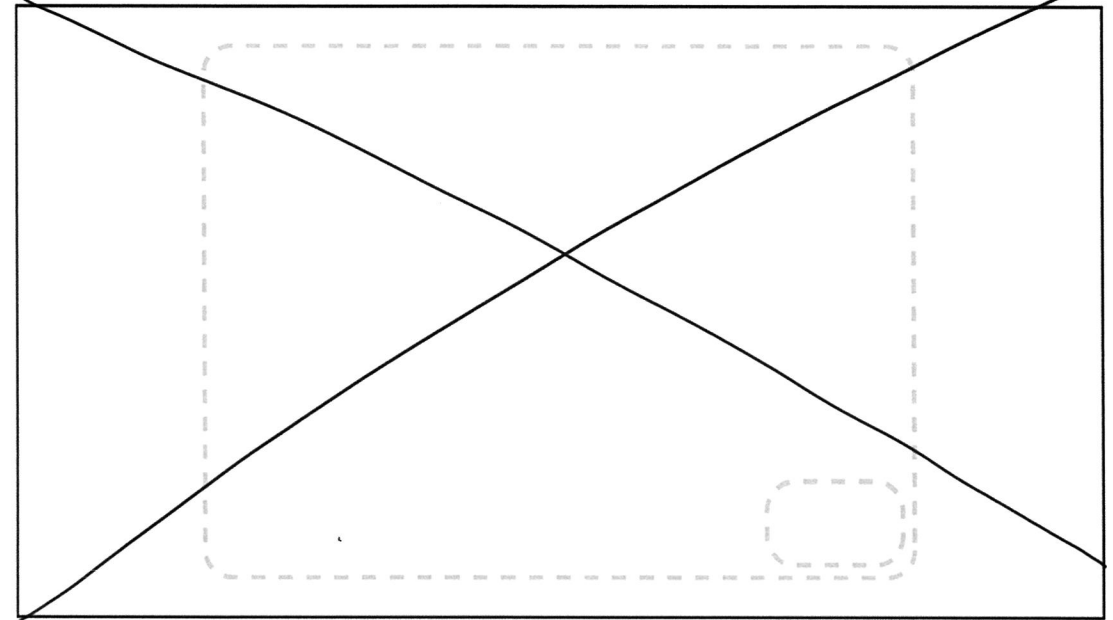


Sc.

Pnl.

Bg.

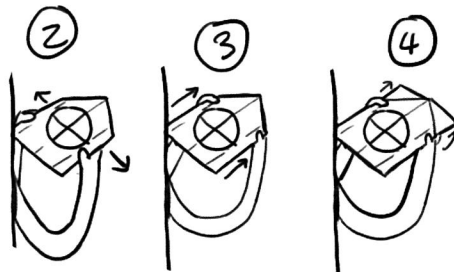
day night



Dialog:

Action:

Timing:



paper unfolding poses

1042-250

EPISODE #

Production :

# ADVENTURE TIME



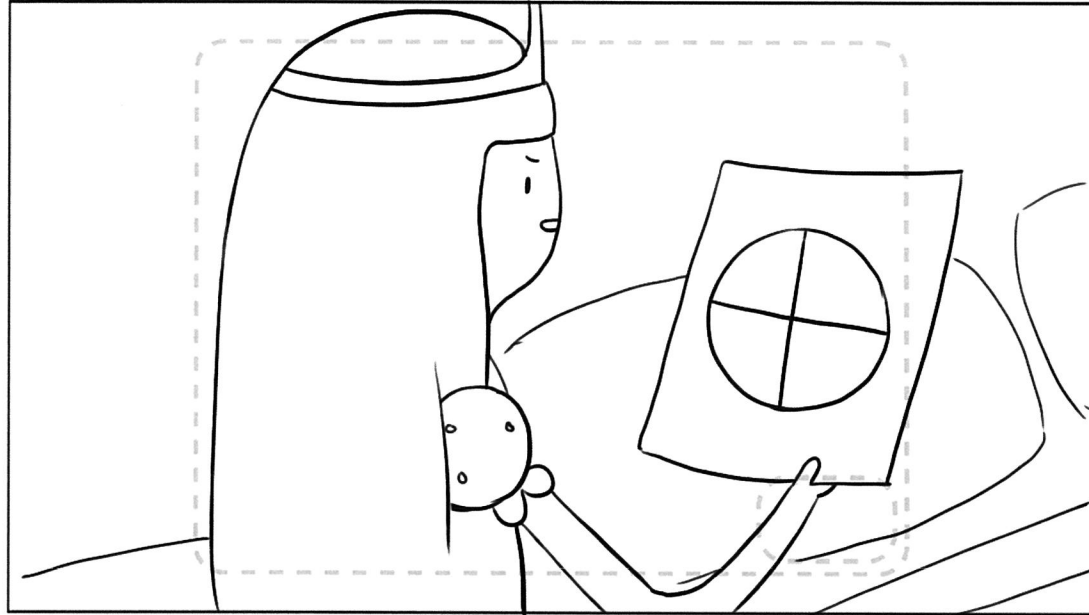
Page 58

Sc. 25

Pnl. A

Bg.

day night

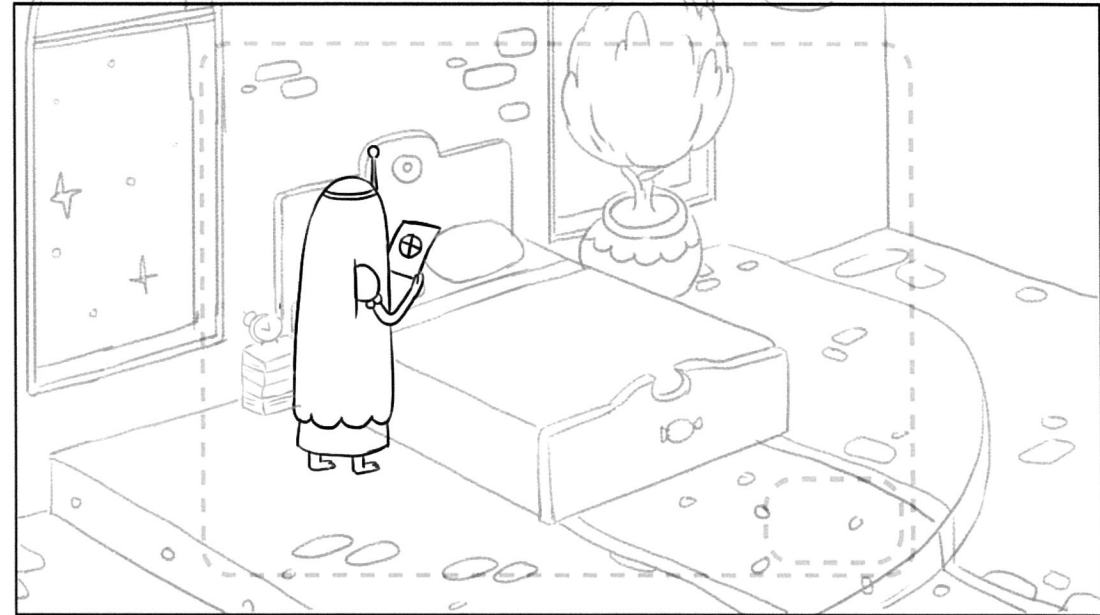


Sc. 26

Pnl. A

Bg.

day night



Dialog:

PB: What IS THIS?

Action:

-PB STARES AT SYMBOL ON PAPER.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



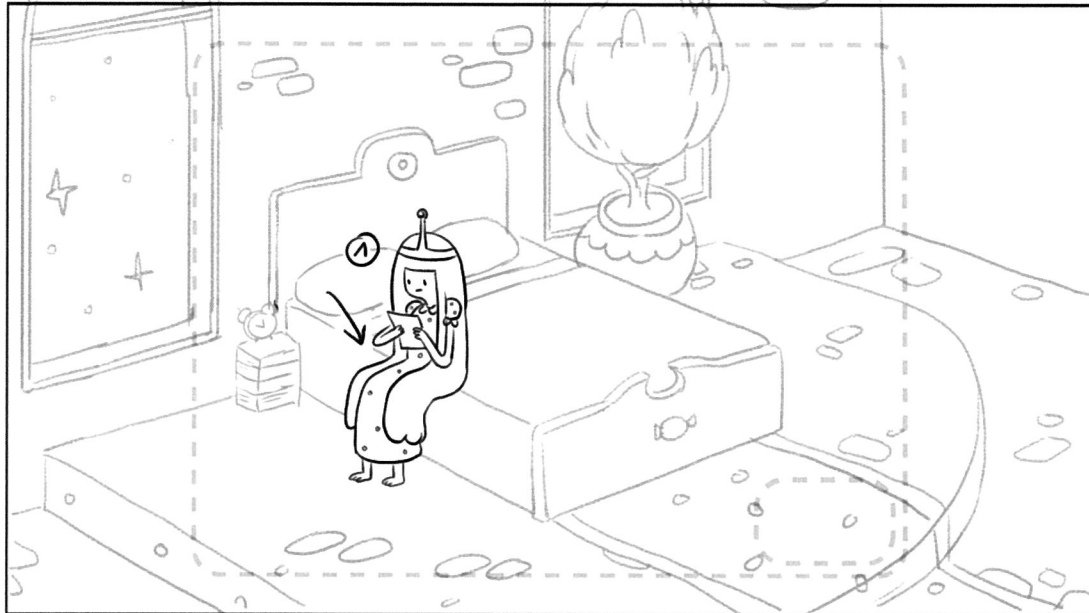
Page 89

Sc. 26

Pnl. B

Bg.

day night

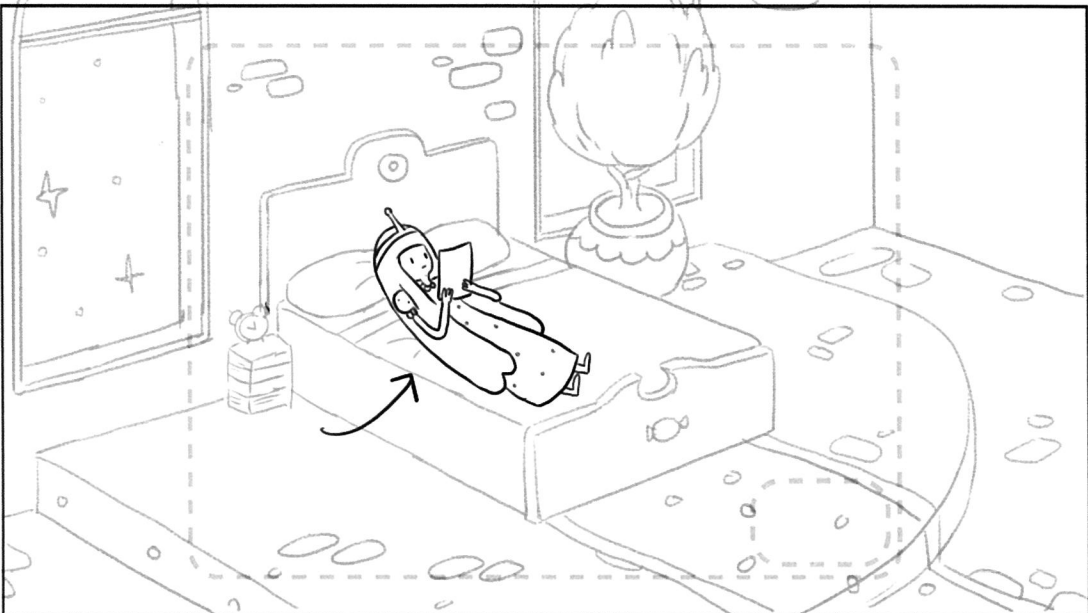


Sc. 26

Pnl. C

Bg.

day night



Dialog:



Action:

- PB LIES ON BED STARING AT PAPER.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



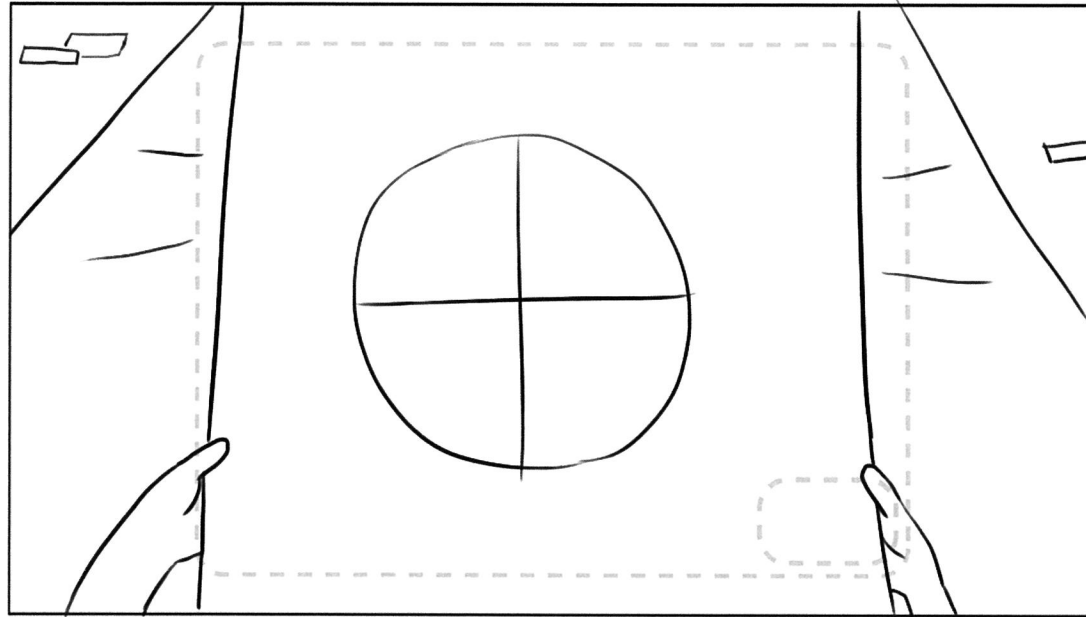
Page 60

Sc. 27

Pnl. A

Bg.

day night

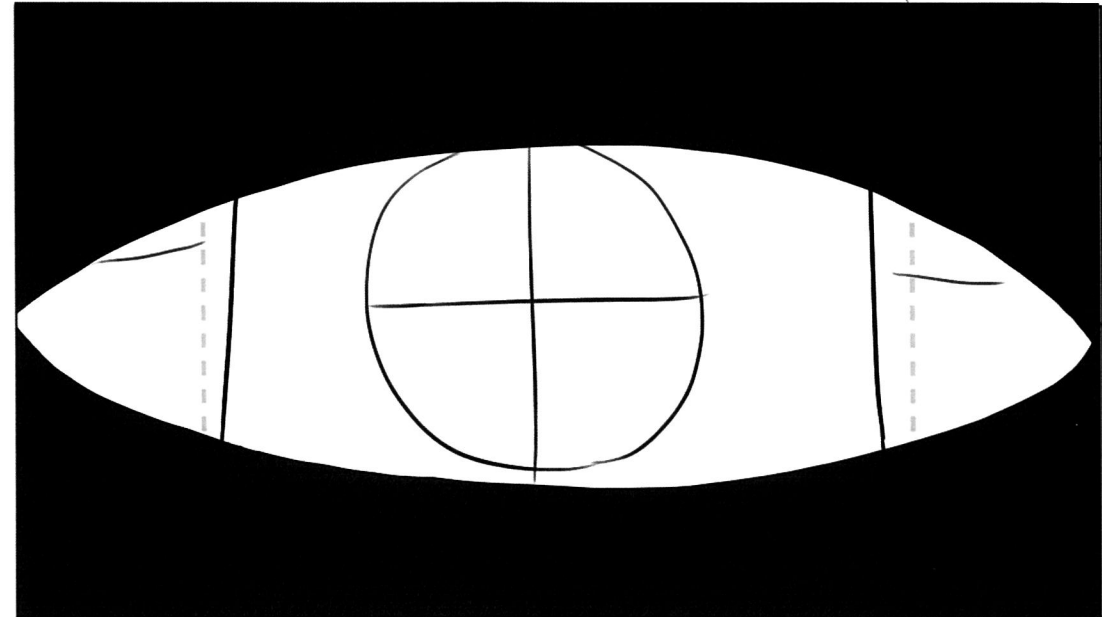


Sc. 27

Pnl. B

Bg.

day night



Dialog: PB: Eh, probably just an ad...  
(O/S)

Action:

- PB'S EYES SLOWLY CLOSE  
- POV BLURS AS SHE FALLS ASLEEP.

Timing:

EPISODE #

Production :

1042-250

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ADVENTURE TIME

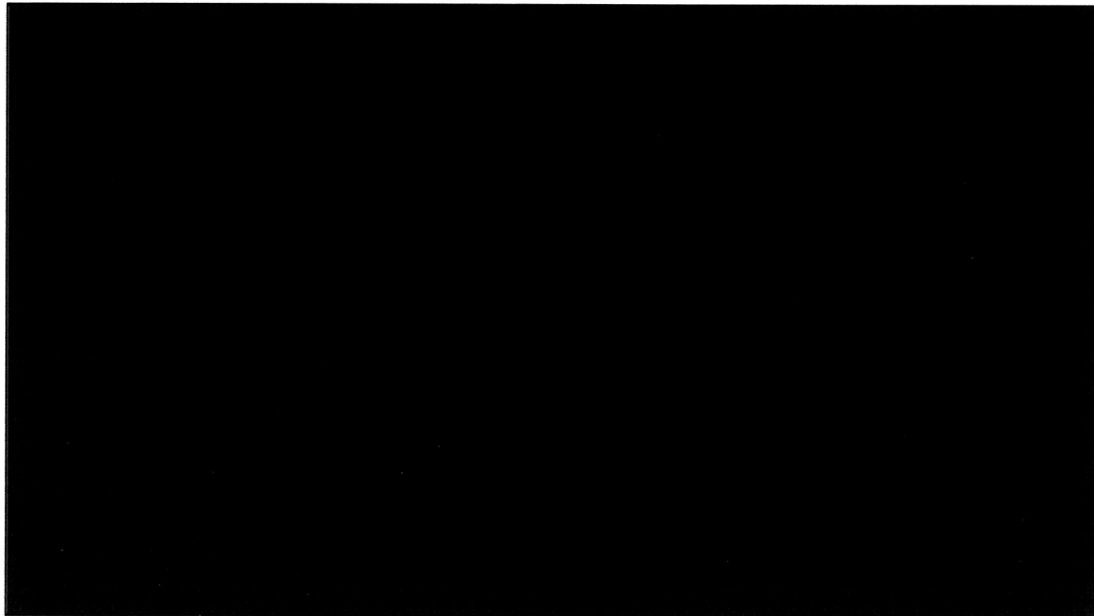


Sc. 27

Pnl. C

Bg.

day night



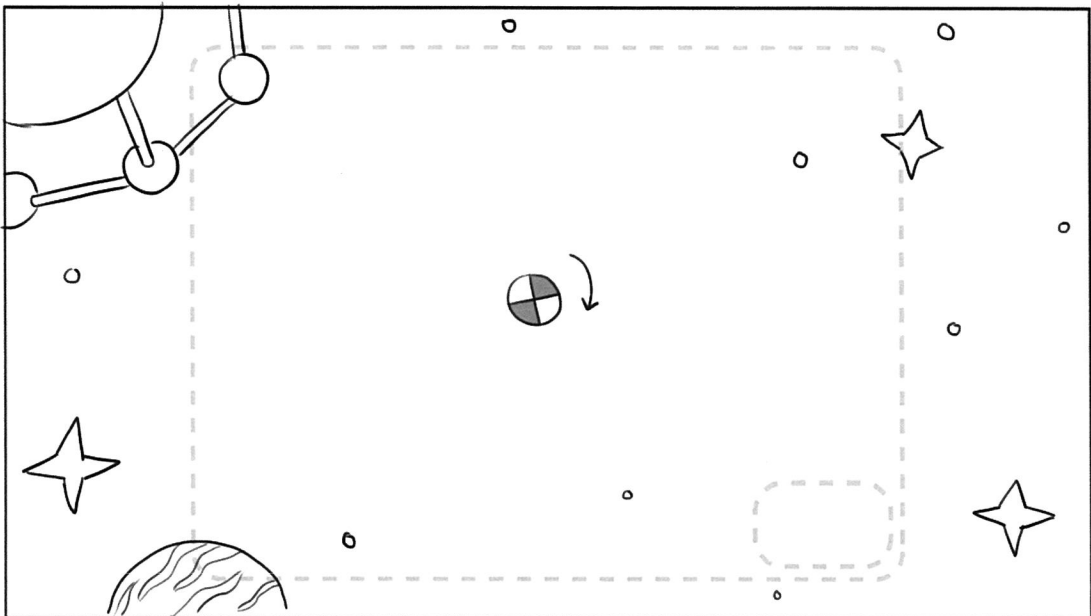
Sc. 28

Pnl. A

Bg.

day night

Page 61



Dialog:

PB: z z z

Action:

-FADE IN TO PB's dream

Timing:

EPISODE #

1042-251

Production :

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ADVENTURE TIME

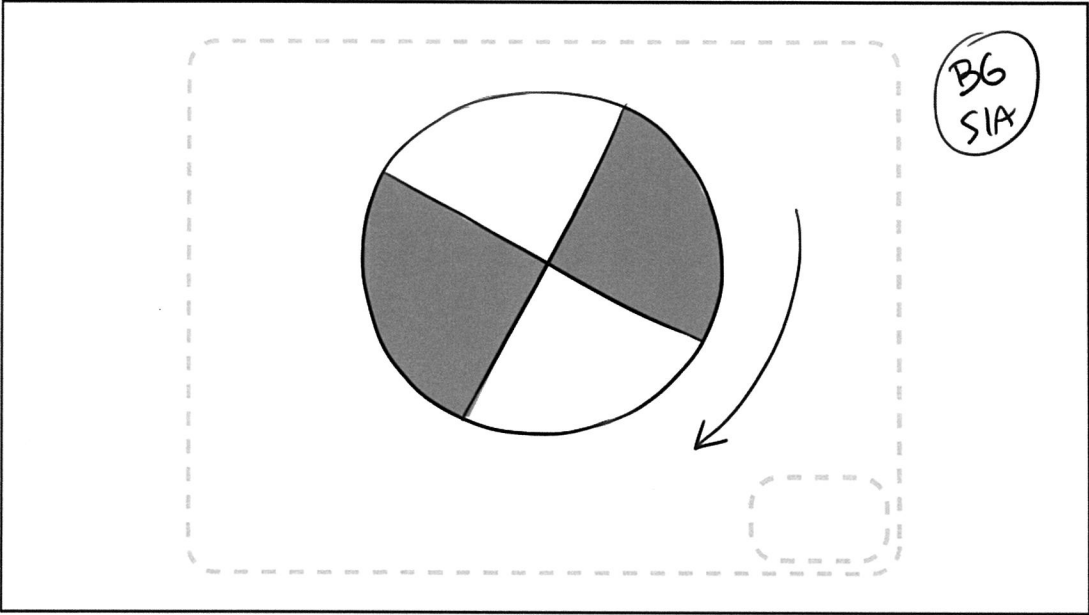


Sc. 28

Pnl. B

Bg.

day night

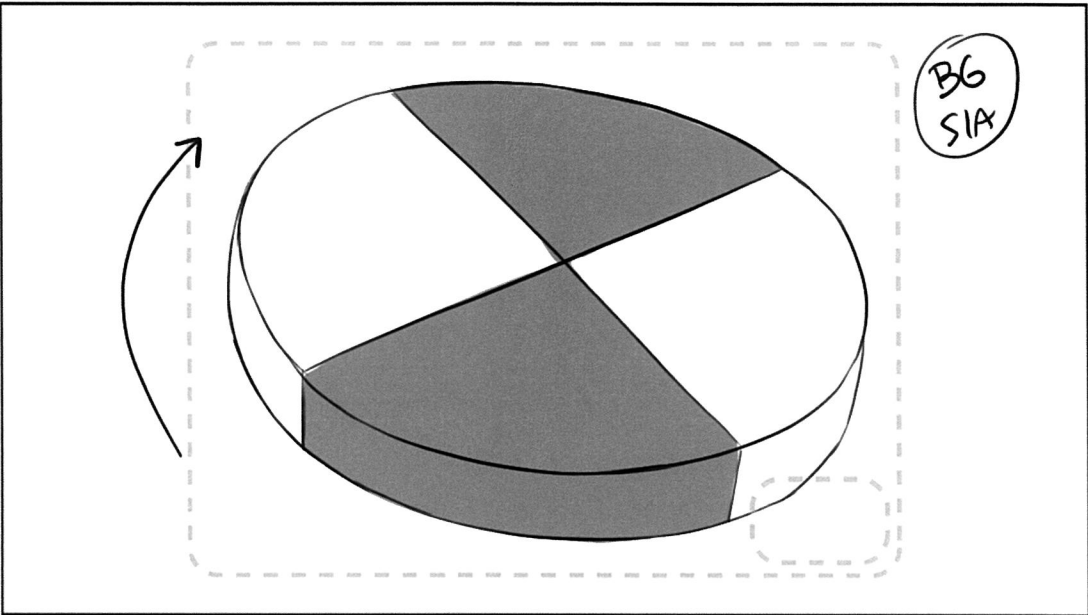


Sc. 28

Pnl. C

Bg.

day night



Dialog:

Action: - The elemental symbol's turned into a peppermint candy .  
It's spinning towards the camera .

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME

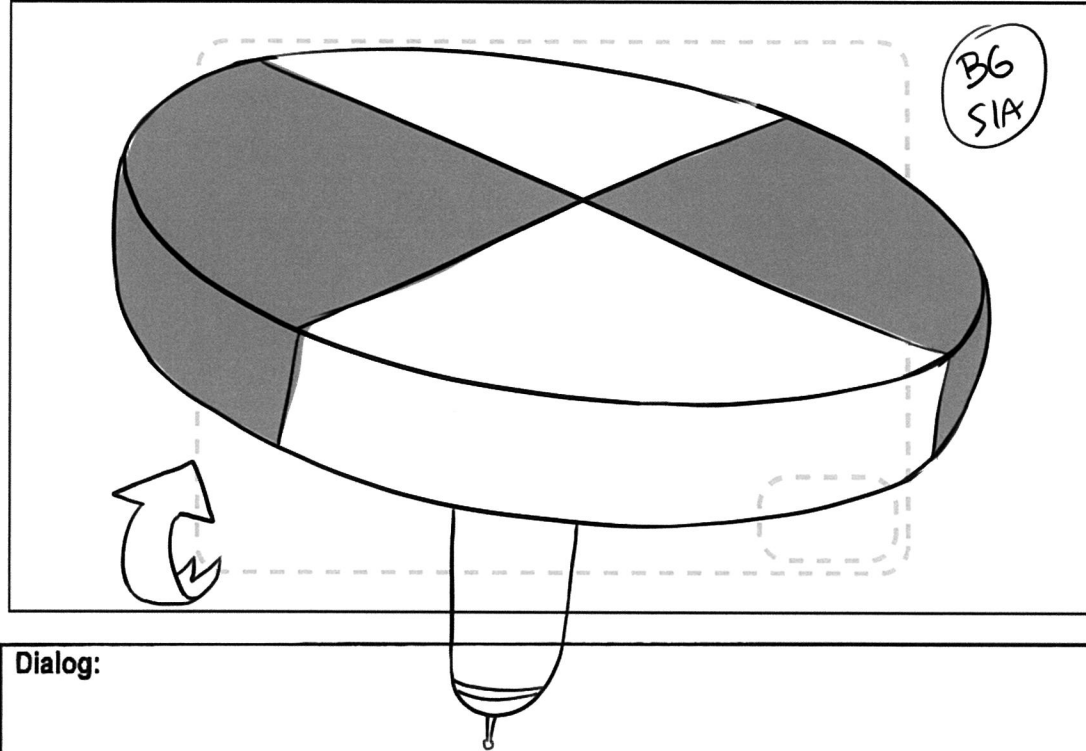


Sc. 28

Pnl. D

Bg.

day night

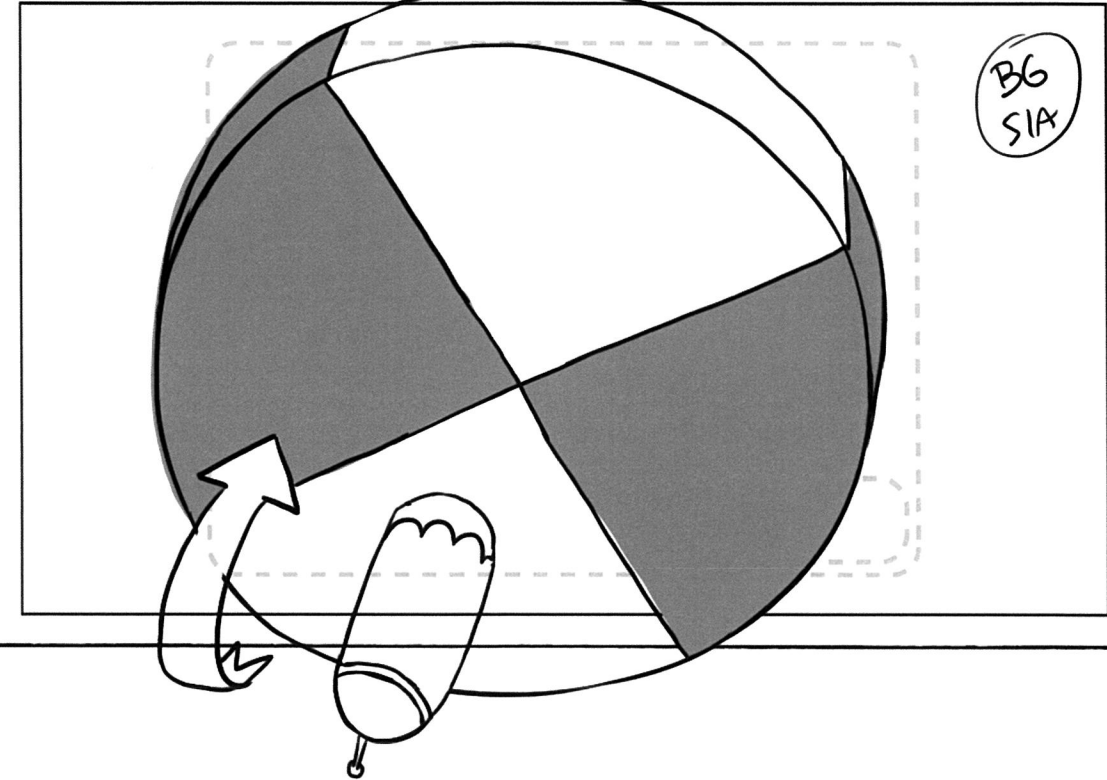


Sc. 28

Pnl. E

Bg.

day night



Dialog:

Action:

- The candy flips over, revealing PB.

Timing:

Page 63

EPISODE #

1042-250

Production :

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ADVENTURE TIME



Sc. 28

Pnl. F

Bg.

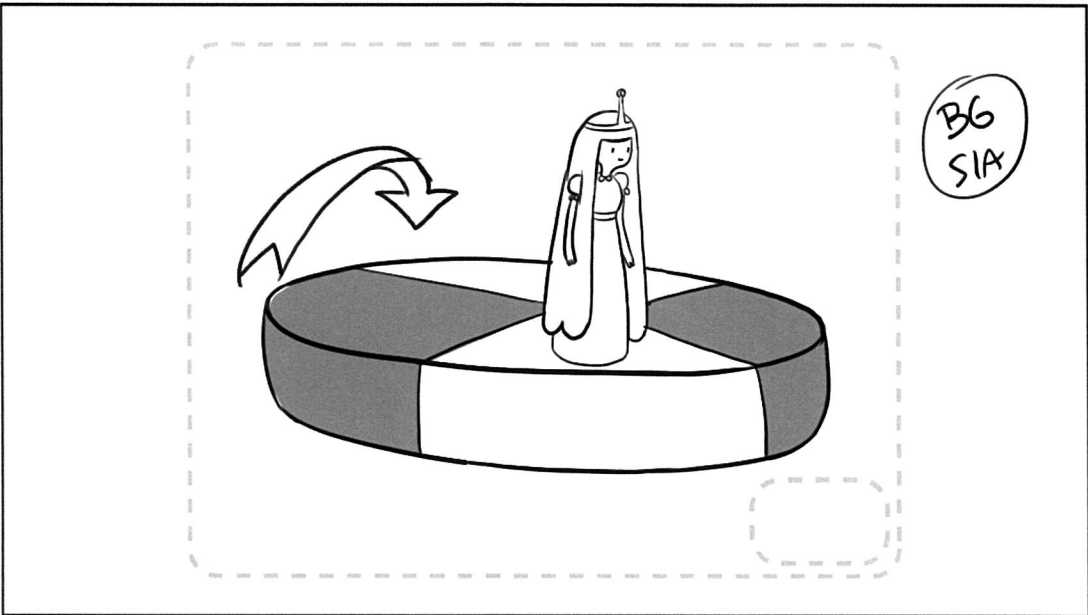
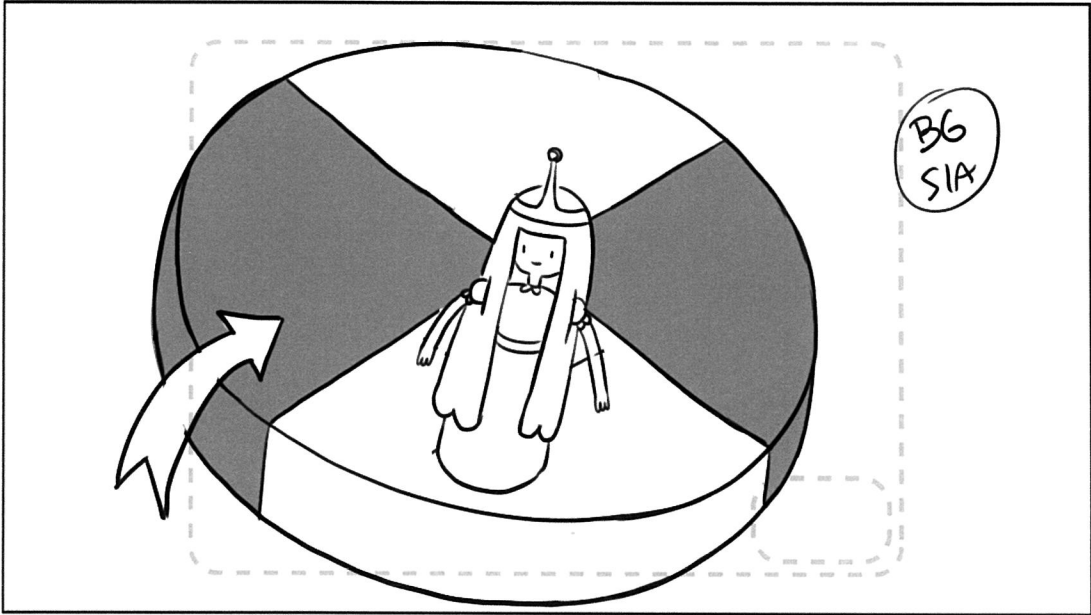
day night

Sc. 28

Pnl. G

Bg.

Page 64  
day night



Dialog:

Action:

Timing:

EPISODE # 1042-251

Production :



# ADVENTURE TIME



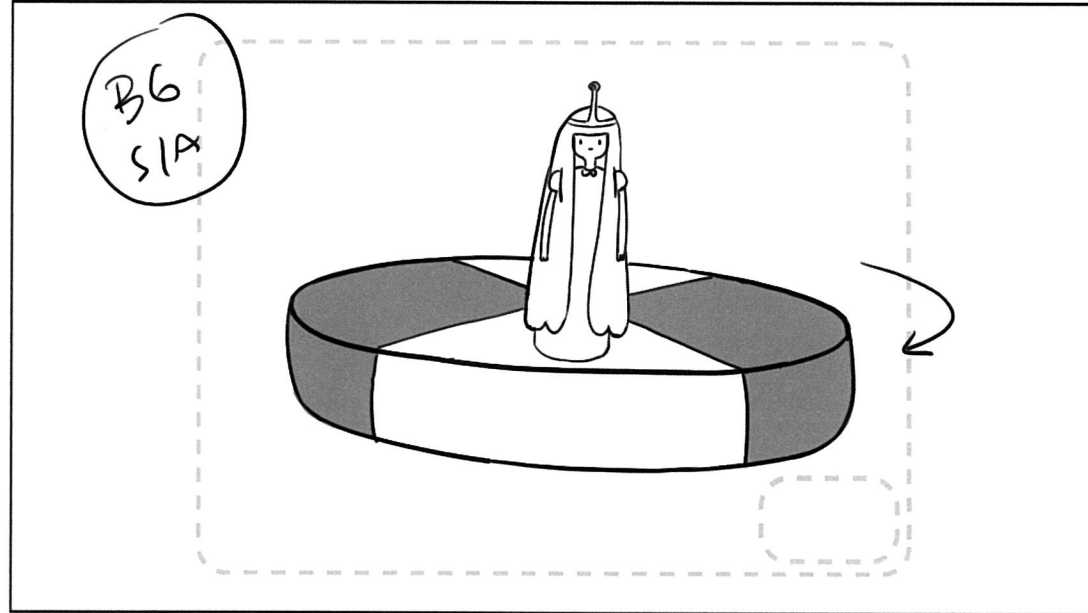
Page 65

Sc. 28

Pnl. H

Bg.

day night

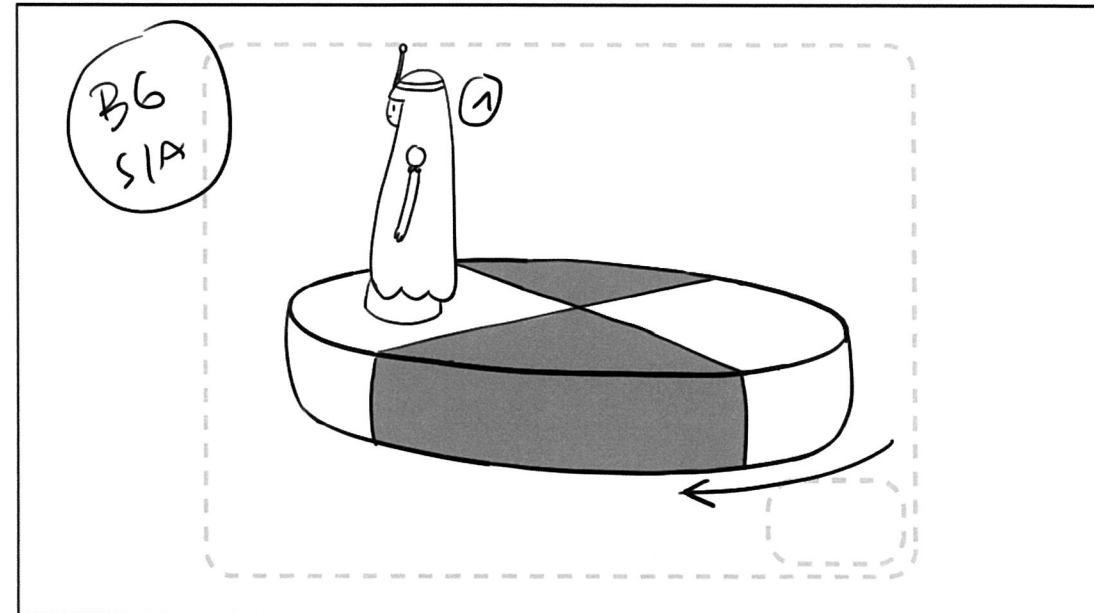


Sc. 28

Pnl. I

Bg.

day night



Dialog:

SLIME  
PRINCESS:

(OIS) WA WA WA...

Action:

Candy spins slowly

Timing:



- PB looks over edge  
to find source of noise.

EPISODE # 1042-251

Production :

# ADVENTURE TIME



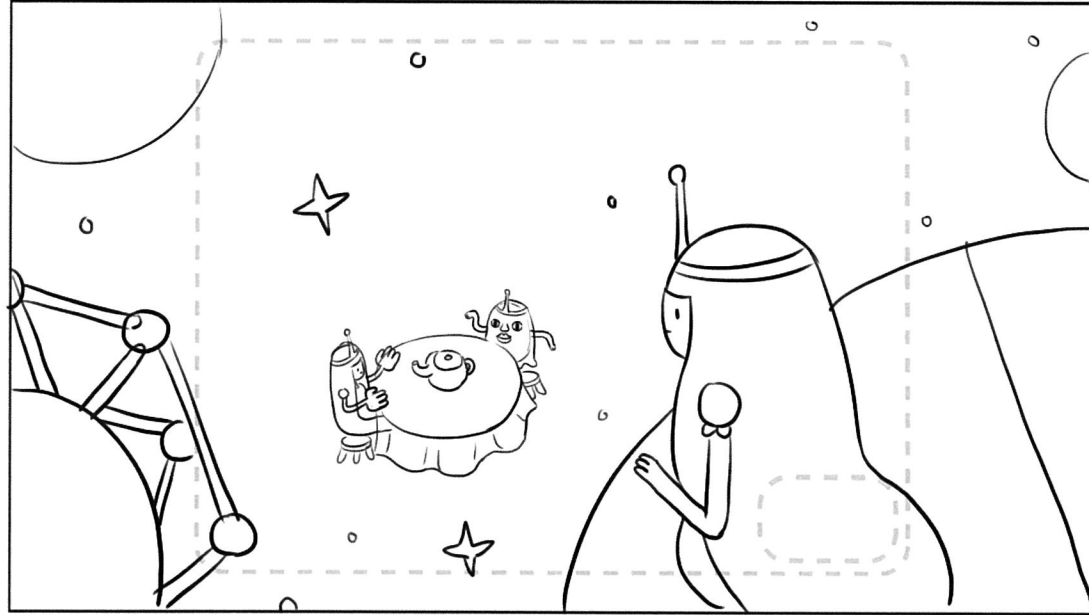
Page 66

Sc. 29

Pnl. A

Bg.

day night

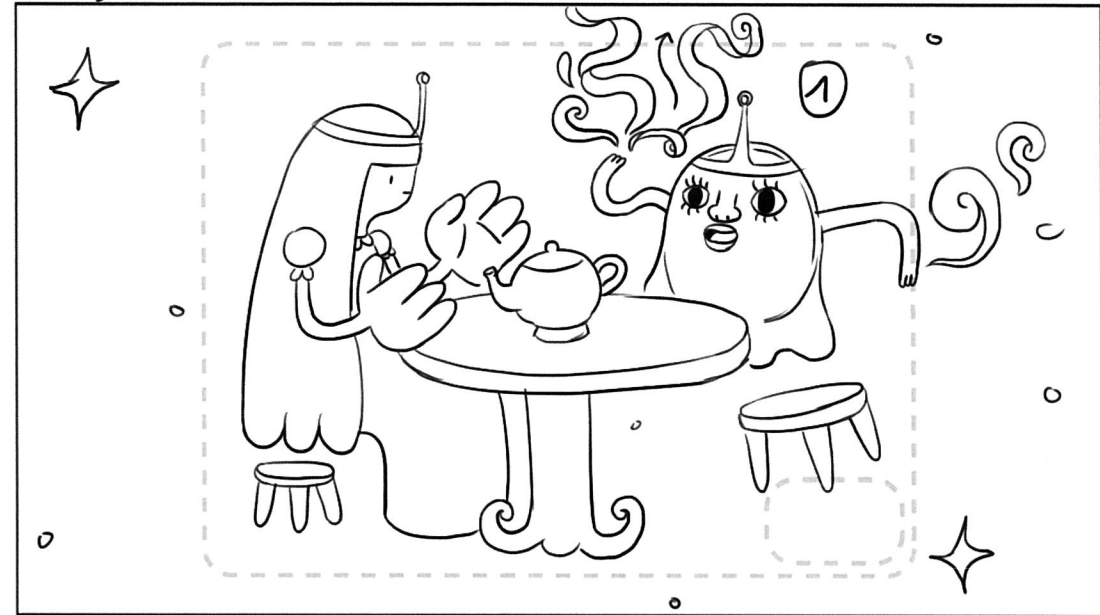


Sc. 30

Pnl. A

Bg.

day night



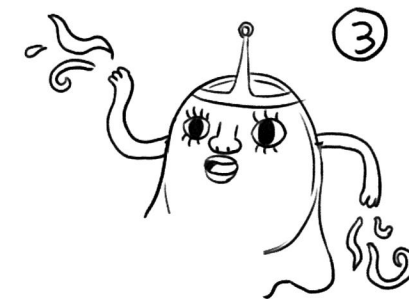
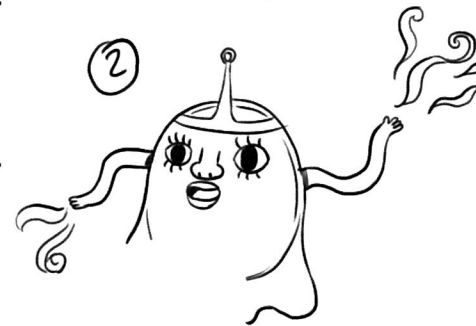
Dialog: SP: WAWA WAWA

Action: — Dream PB + Dream SP  
having tea

Timing:

SP: WAWA WAWA

[ My Power's very cool. I've got my whole  
life figured out ]



1042-250

EPISODE #

Production :

ADVENTURE TIME

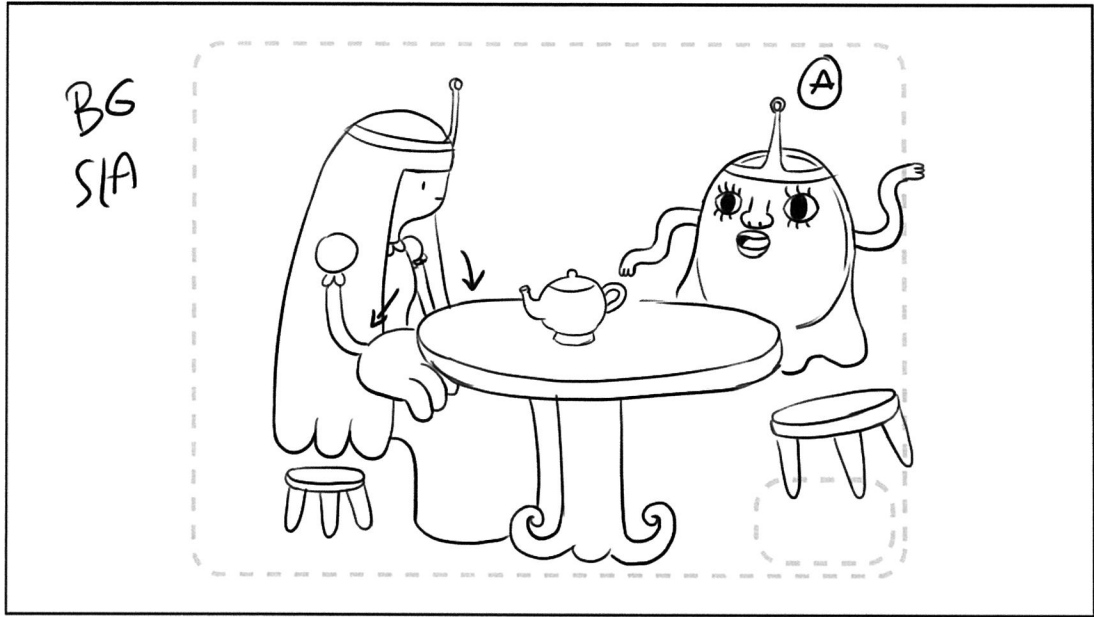


Sc. 30

Pnl. B

Bg.

day night

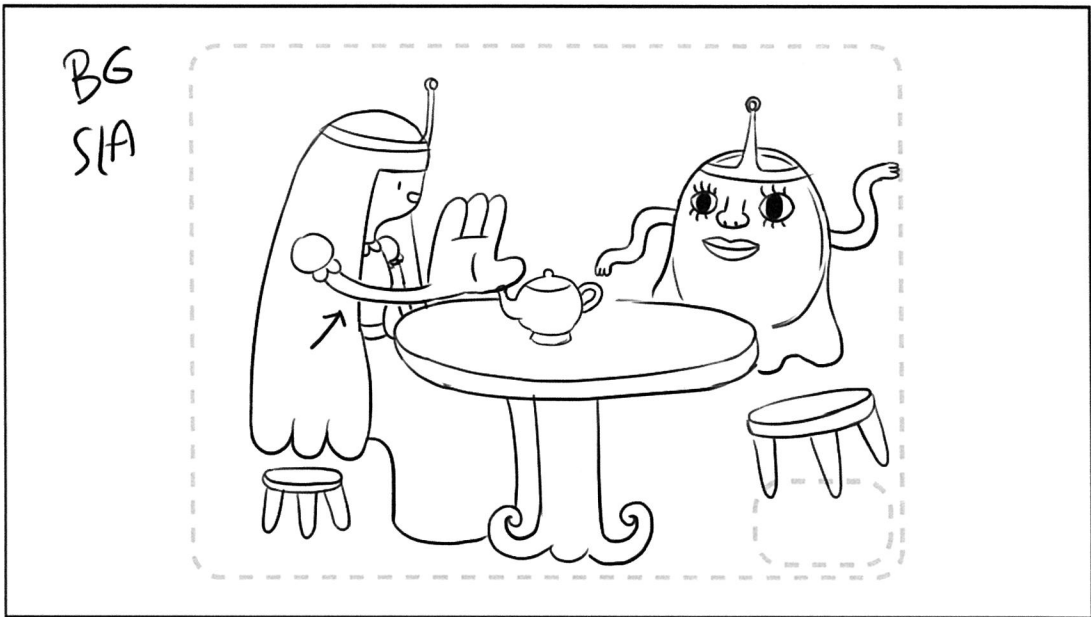


Sc. 30

Pnl. C

Bg.

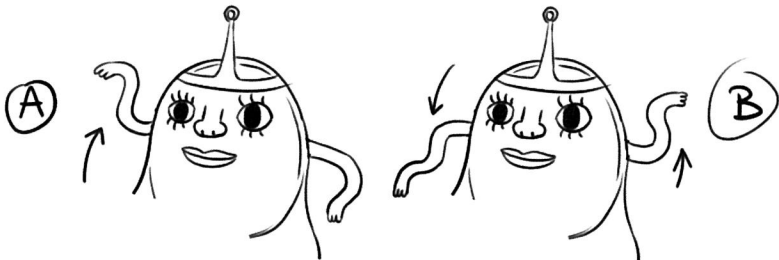
day night



Dialog: SP : WAWAWA  
[How are you doing?]

PB : WAWA  
[Oh great! Check this out]

Action:



Timing:

cycle (A), (B), (A)

- PB HOLDS UP BIG HAND.

EPISODE #

Production :

1042-250

ADVENTURE TIME

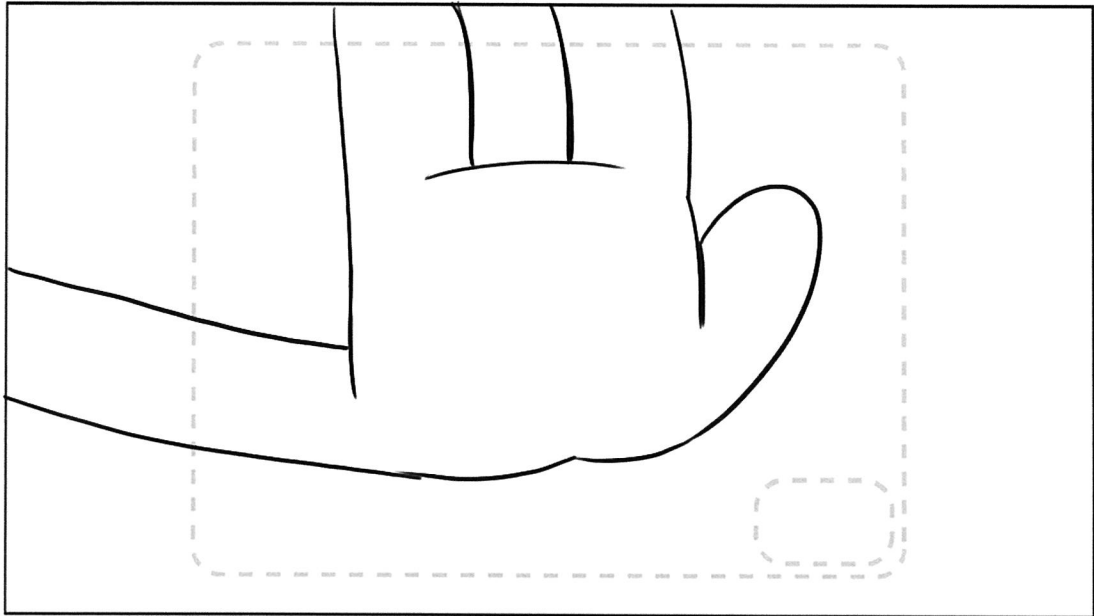


Sc. 31

Pnl. A

Bg.

day night

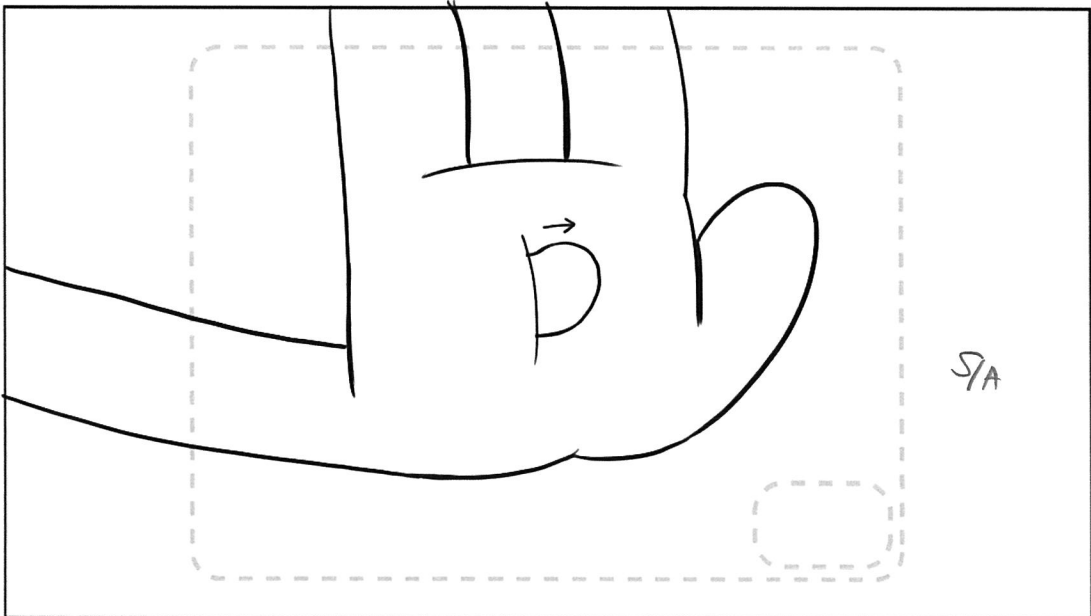


Sc. 31

Pnl. B

Bg.

day night



Dialog:

Action:

-JELLY BGAN SLOWLY PHASES  
OUT OF PB'S PALM.

Timing:

EPISODE #

Production :

1042-251

# ADVENTURE TIME



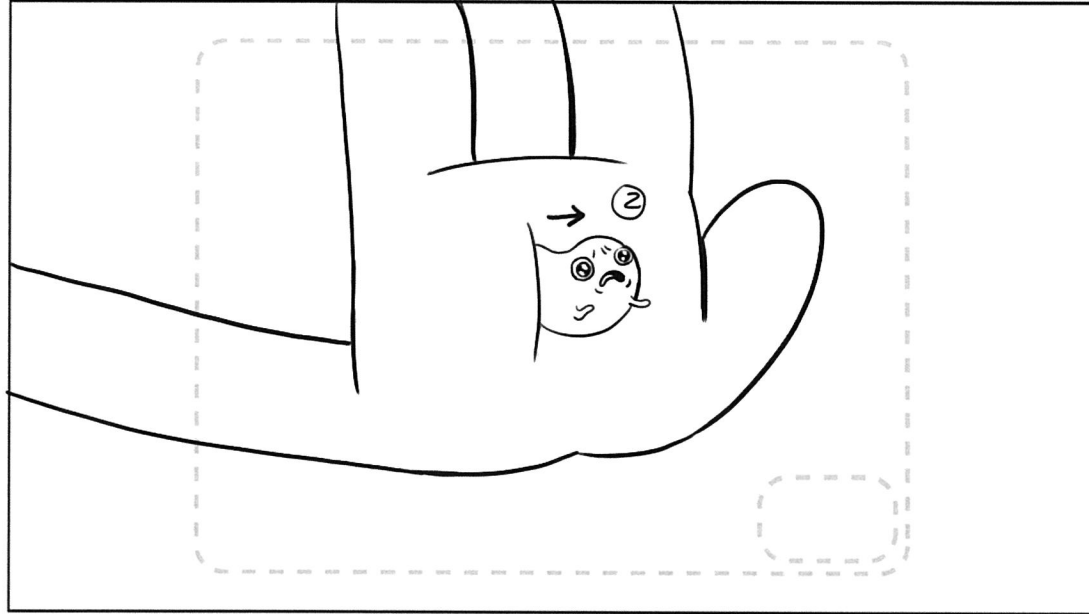
Page 69

Sc. 31

Pnl. C

Bg.

day night

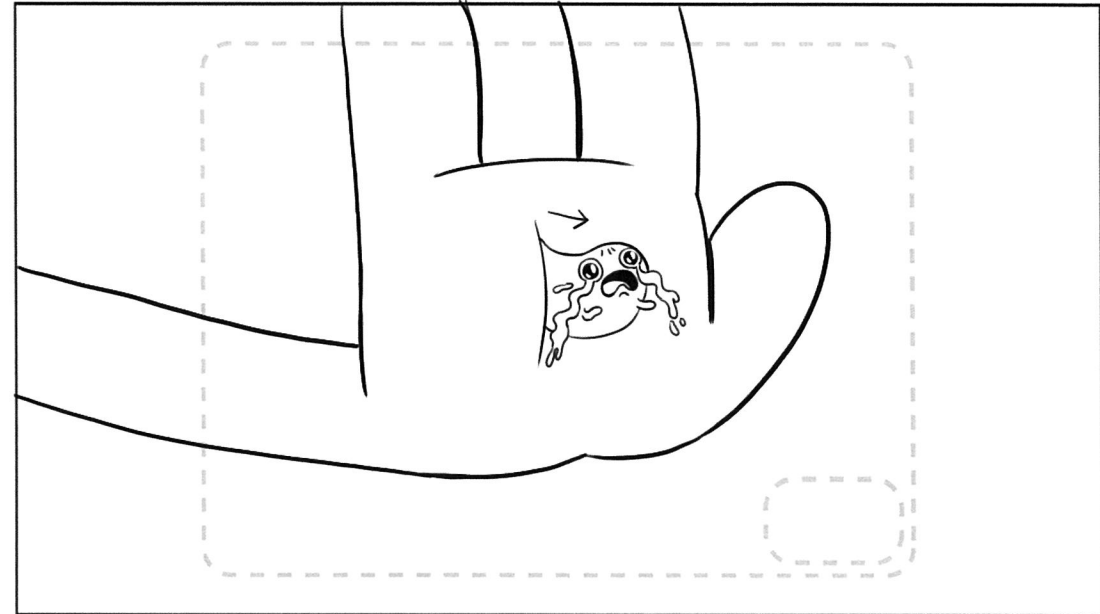


Sc. 31

Pnl. D

Bg.

day night



Dialog:



Baby jelly bean: WAAAH!!!

Action:

- Face forms on jelly bean.

-JELLY BEAN PROTUDING HALWAY, IT'S STUCK.

Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME

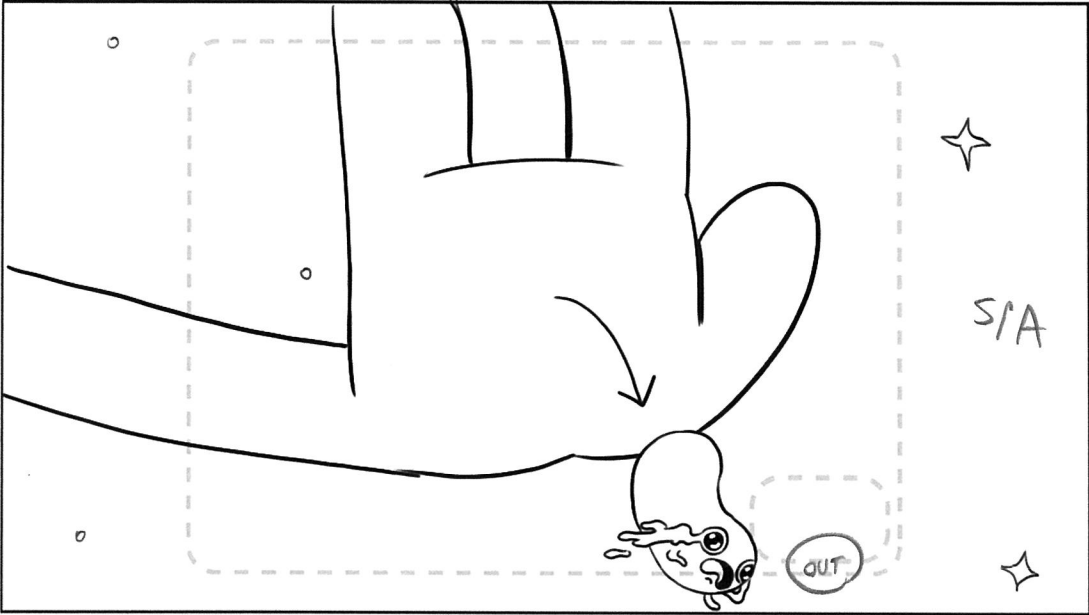


Sc. 31

Pnl. E

Bg.

day night

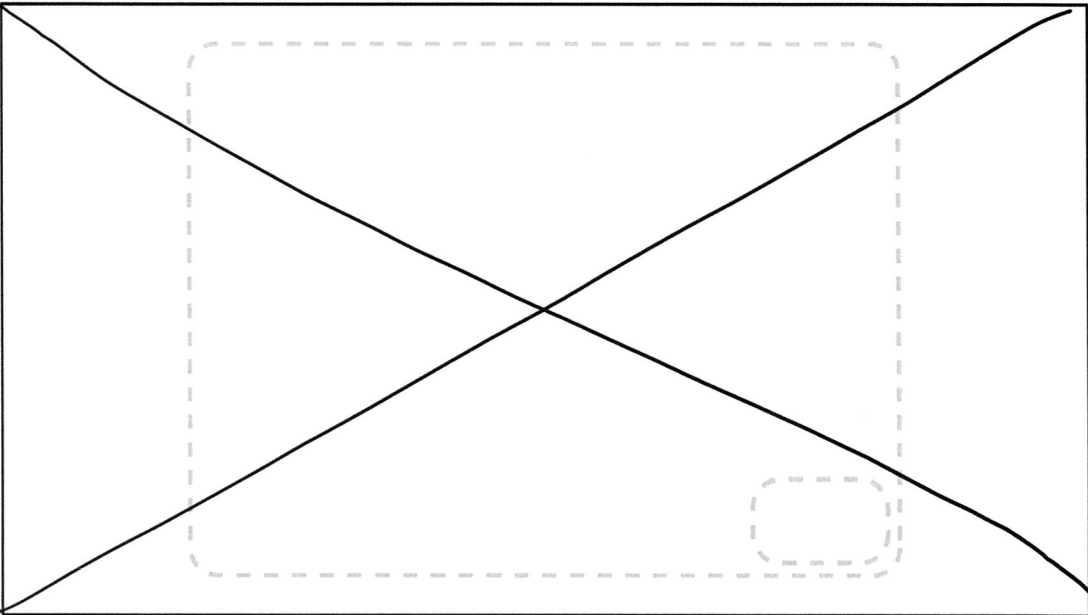


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- JELLY BEAN POPS LOOSE AND FALLS OFF/S.

Timing:

EPISODE #

Production :

1042-250

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ADVENTURE TIME

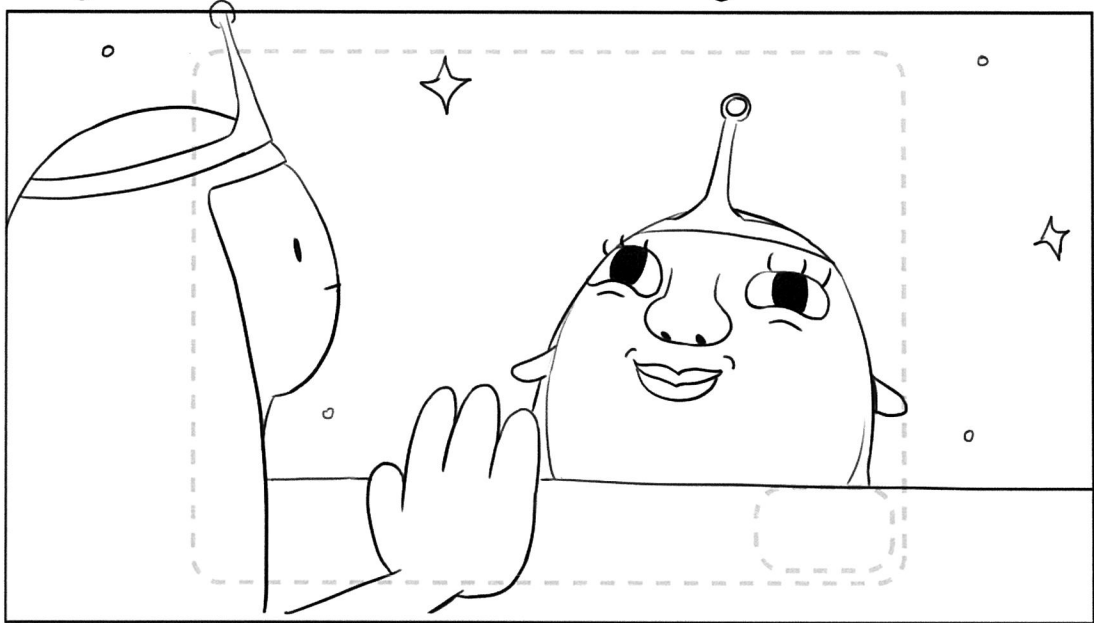


Sc. 32

Pnl. A

Bg.

day night

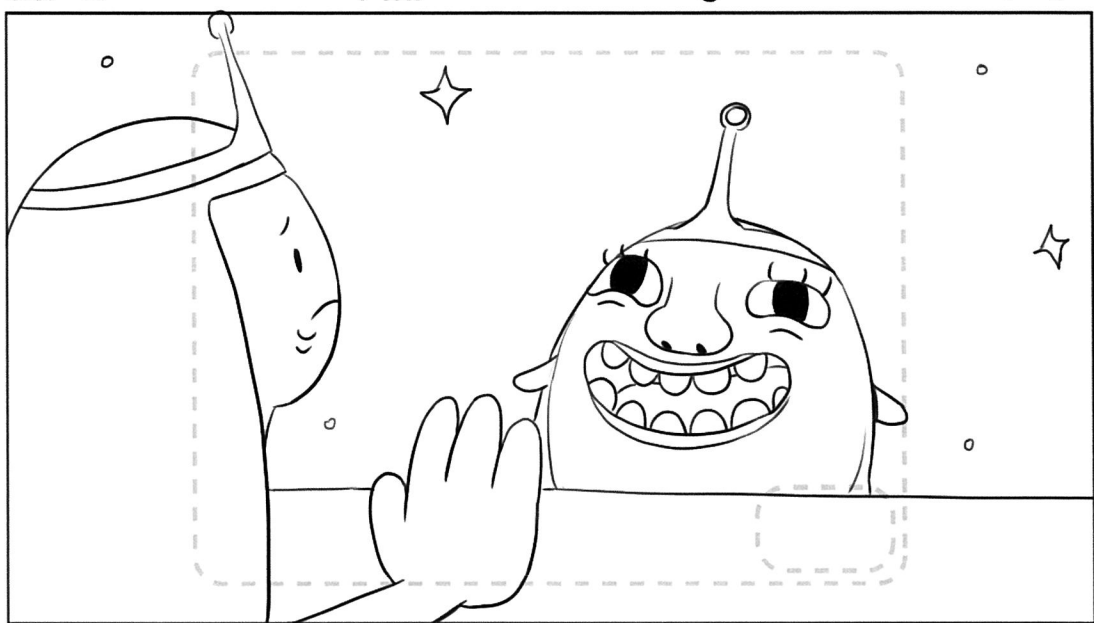


Sc. 32

Pnl. B

Bg.

day night



Dialog:

SP : Hee Hee HEE

Action:

Timing:

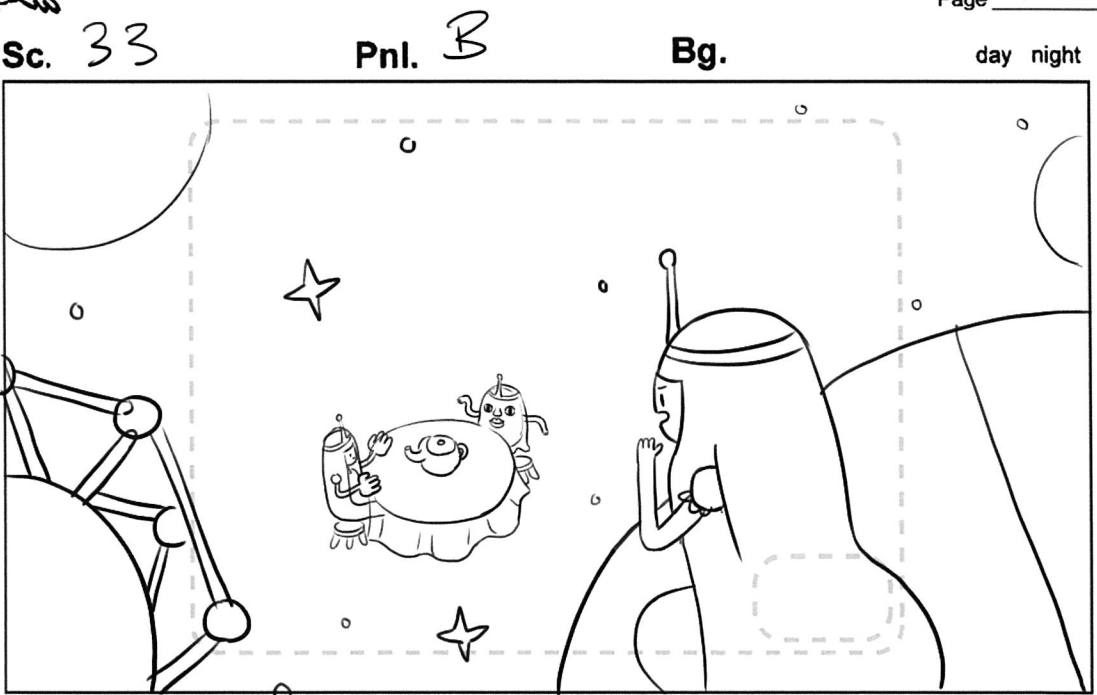
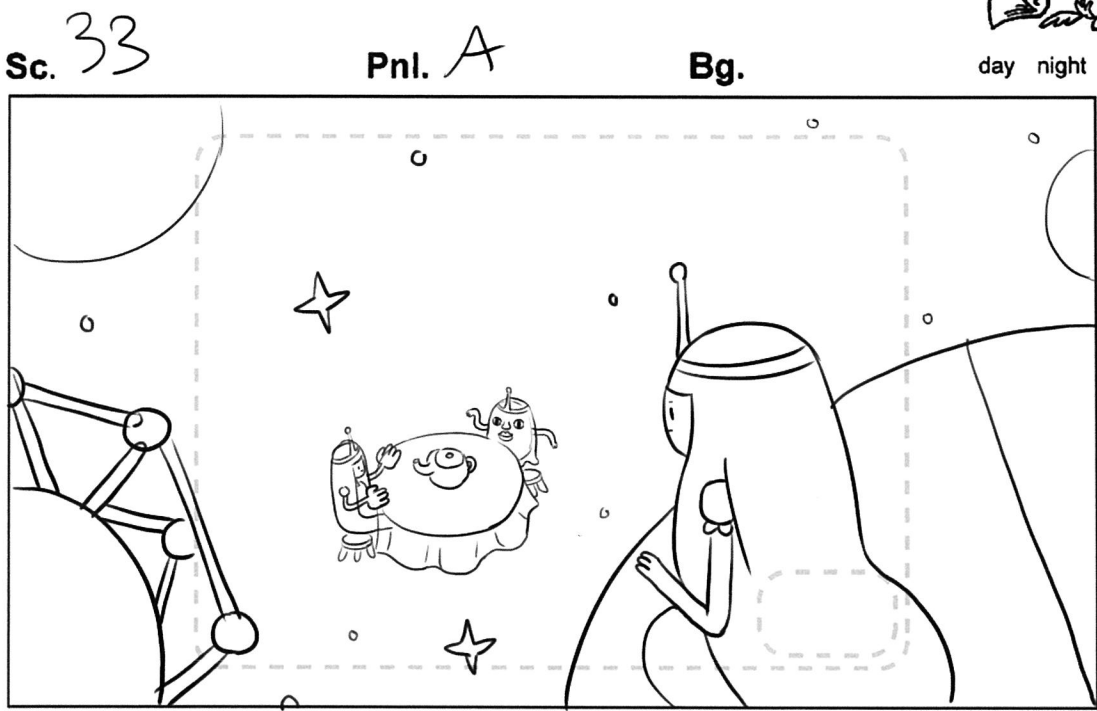
EPISODE #

Production :

1042-250

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ADVENTURE TIME



Dialog:	SP: [LAUGHING]	PB: Disappointing, dream-me. Really not cool.
Action:		
Timing:		

1042-250  
EPISODE #  
Production :



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ADVENTURE TIME

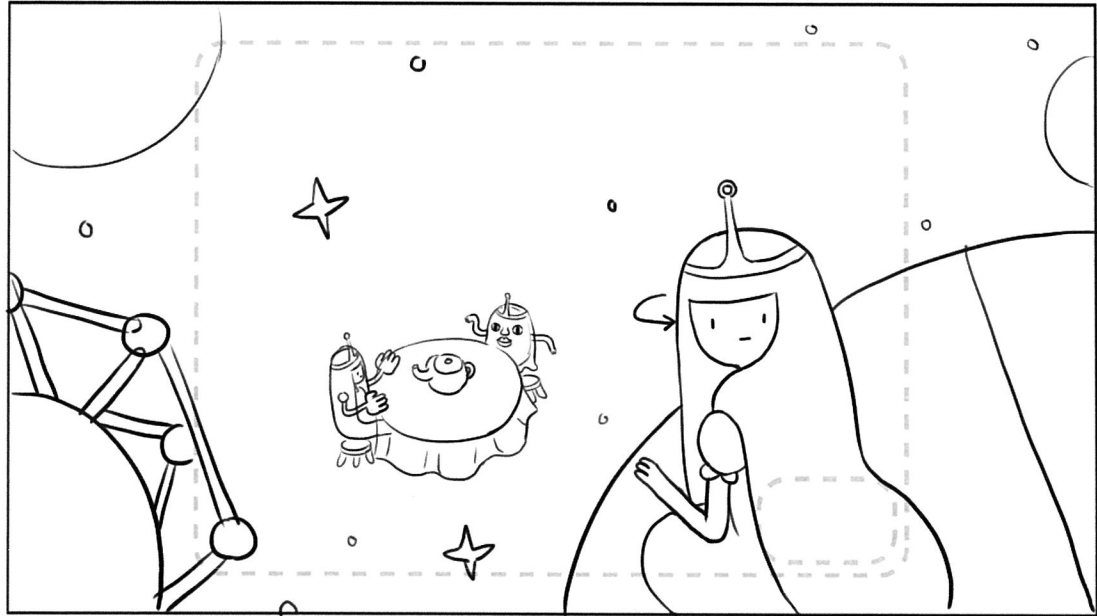


Sc. 33

Pnl. C

Bg.

day night

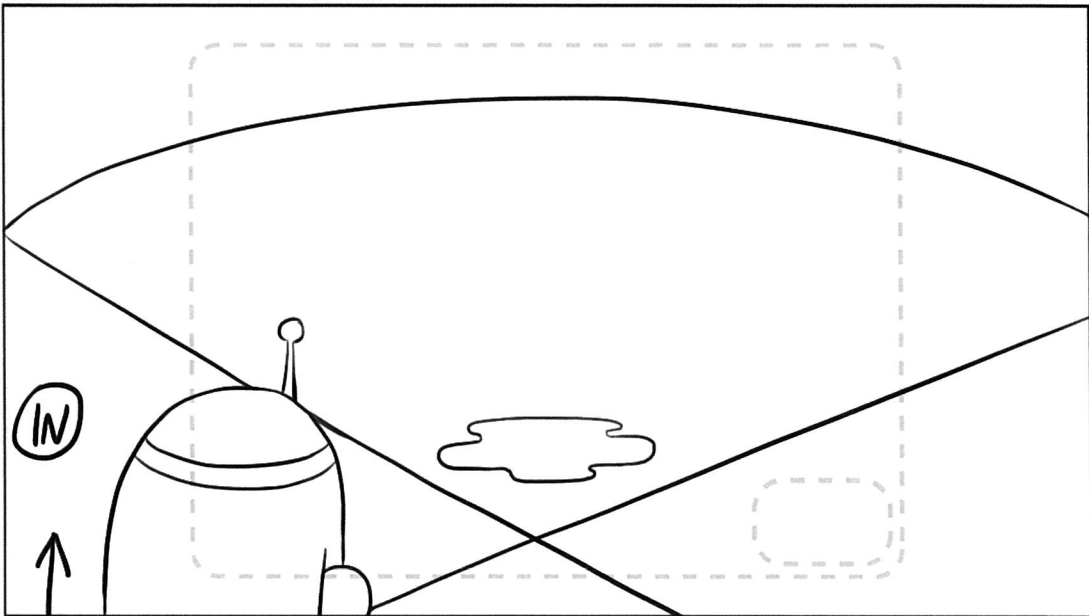


Sc. 24

Pnl. A

Bg.

day night



Dialog: SFX : \*DISTANT FARTING NOISES \*

Action: -PB TURNS.

-PB RISES ON/S.

Timing:

EPISODE # 1042-250

Production :

# ADVENTURE TIME



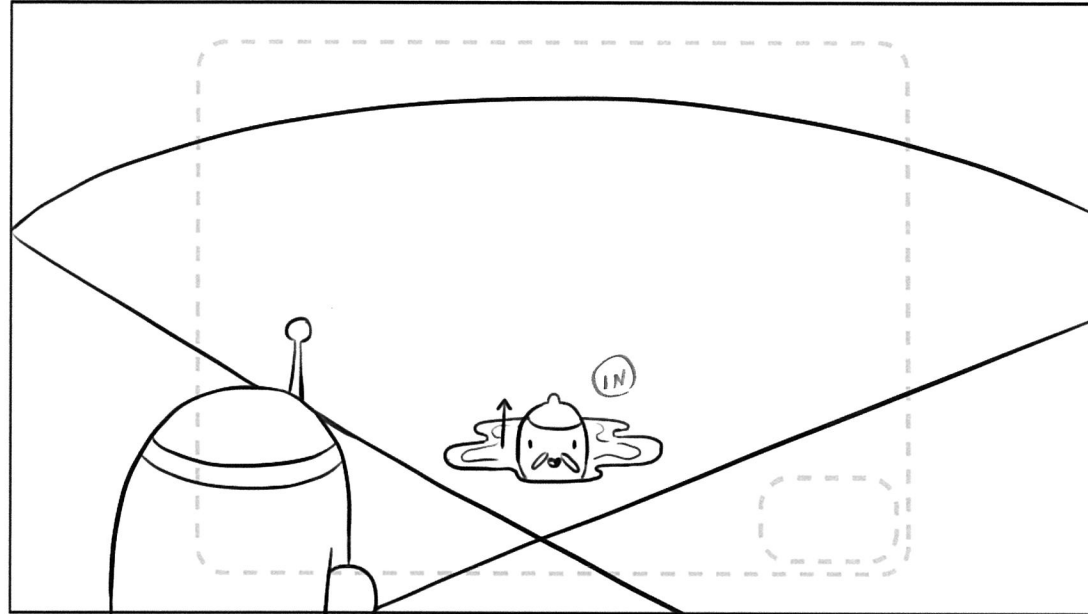
Page 74

Sc. 34

Pnl. B

Bg.

day night

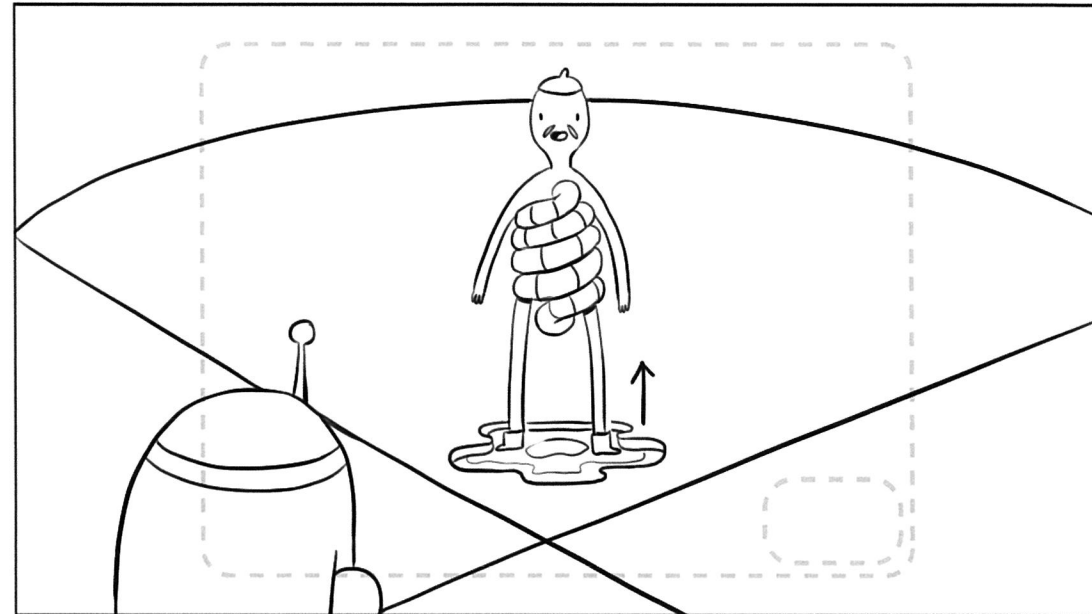


Sc. 34

Pnl. C

Bg.

day night



Dialog:

CHATS-  
BERRY:

Coolness is subjective.

☹ : There's no instrument with which to measure it.

Action:

-CHATS-BERRY RISES OUT OF CANDY.

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



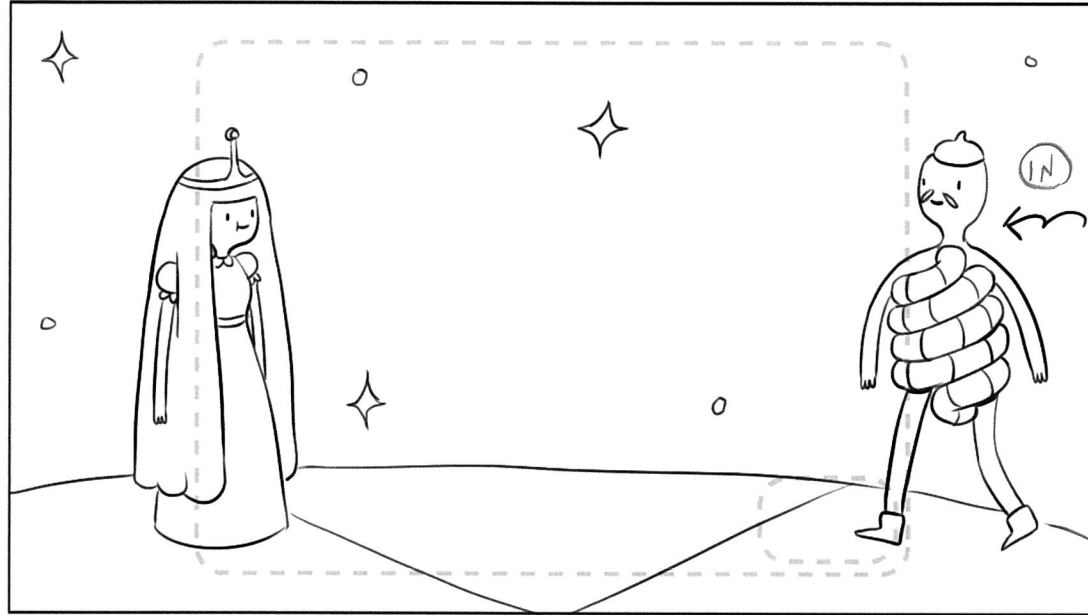
Page 75

Sc. 35

Pnl. A

Bg.

day night

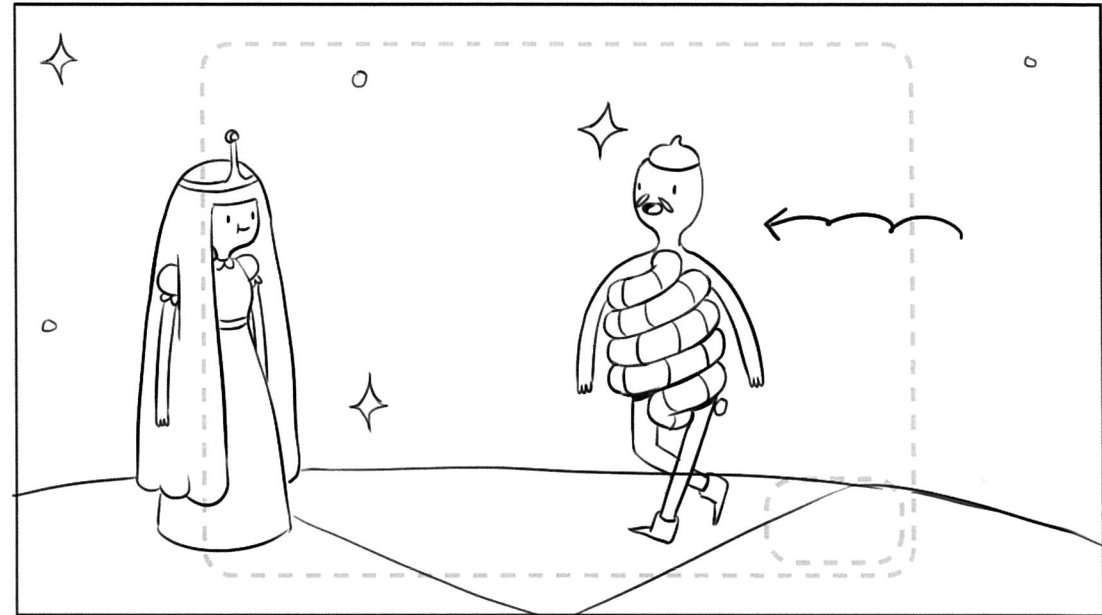


Sc. 35

Pnl. B

Bg.

day night



Dialog:

SFX: \* SQUIDGE \*

C : Except --

SFX: \* SQUIDGE - SQUIDGE \*

Action:

- CB WALKS ON/S.

Timing:

1042-250

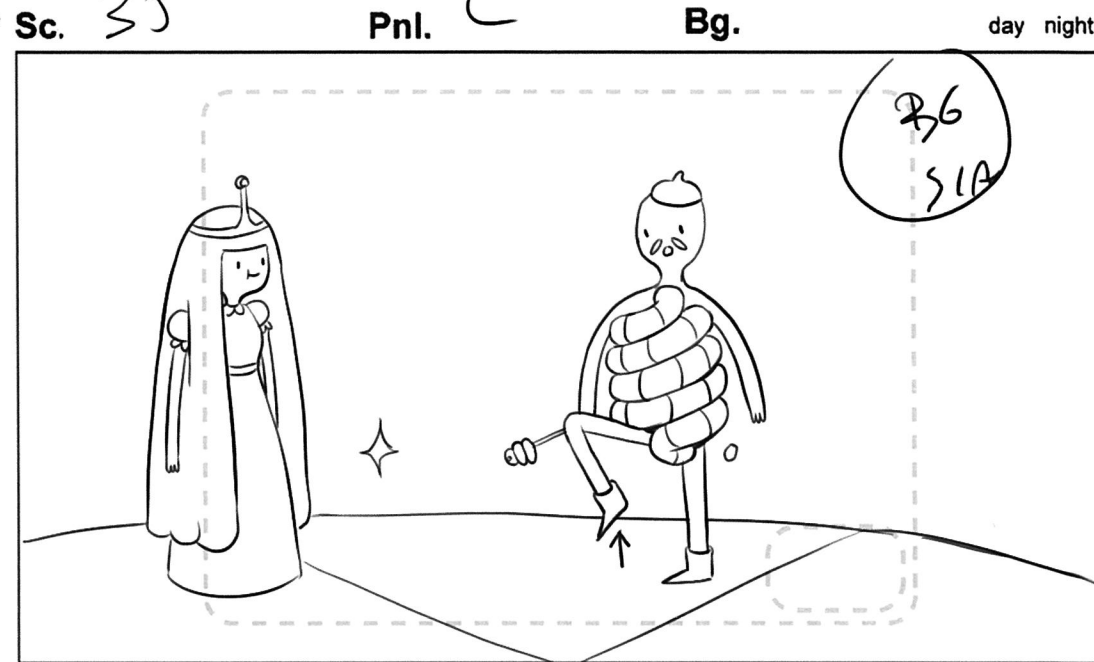
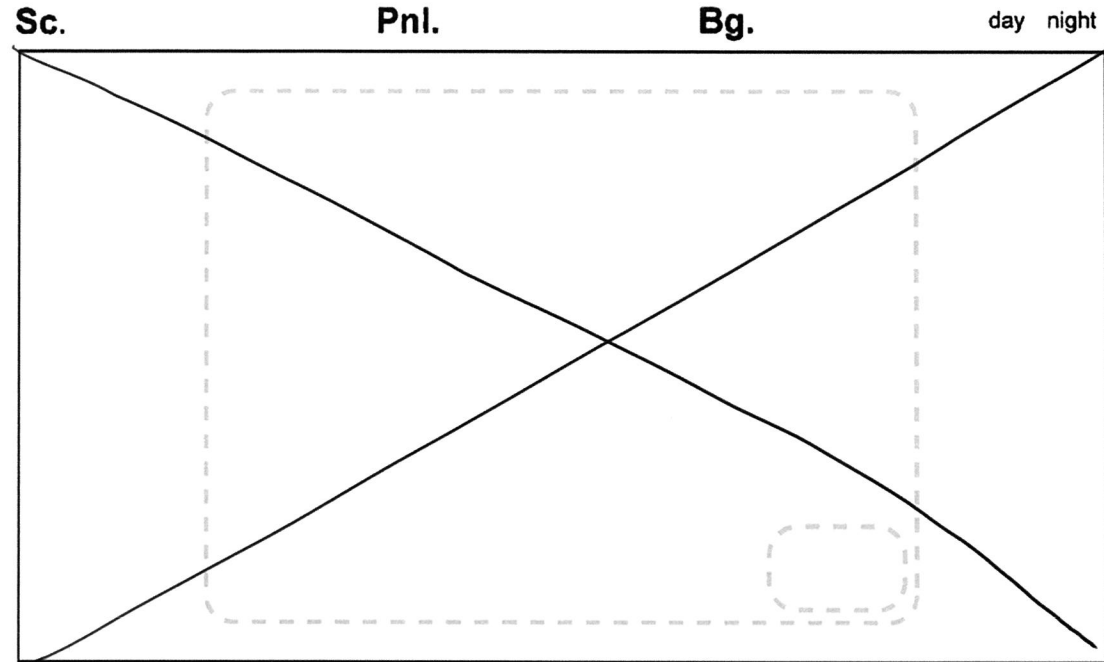
EPISODE #

Production :

# ADVENTURE TIME



Page 76

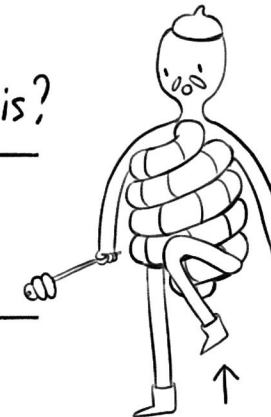


Dialog:

C: Oh this floor's stickier  
than it looks.  
Did someone lick this?

Action:

Timing:



SFX:  
\* SQUIDGE -  
SQUIDGE \*

EPISODE # 1042-250

Production :

# ADVENTURE TIME



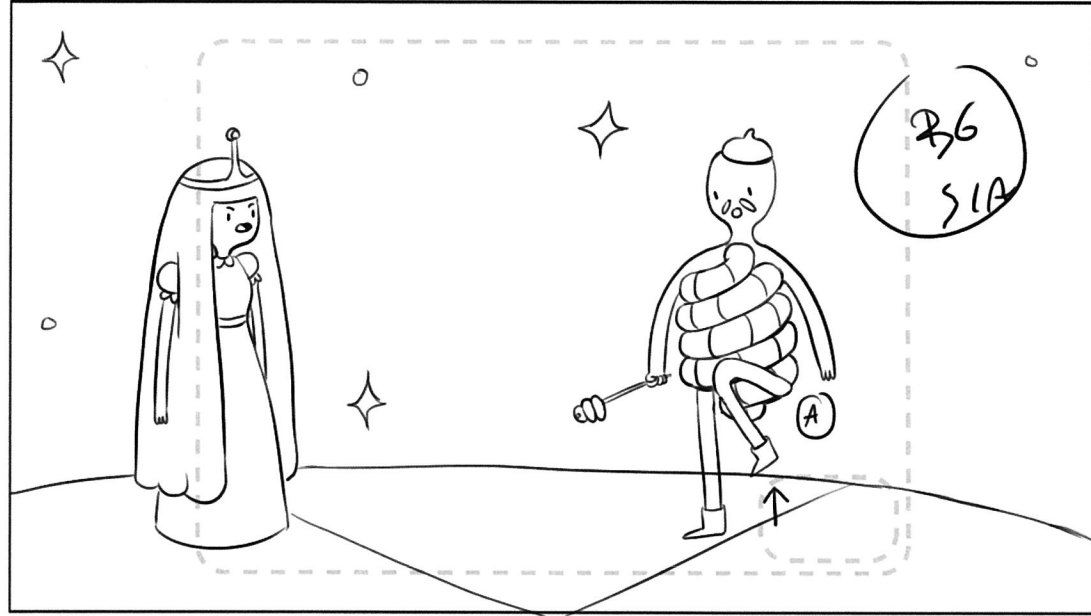
Page 77

Sc. 35

Pnl. D

Bg.

day night

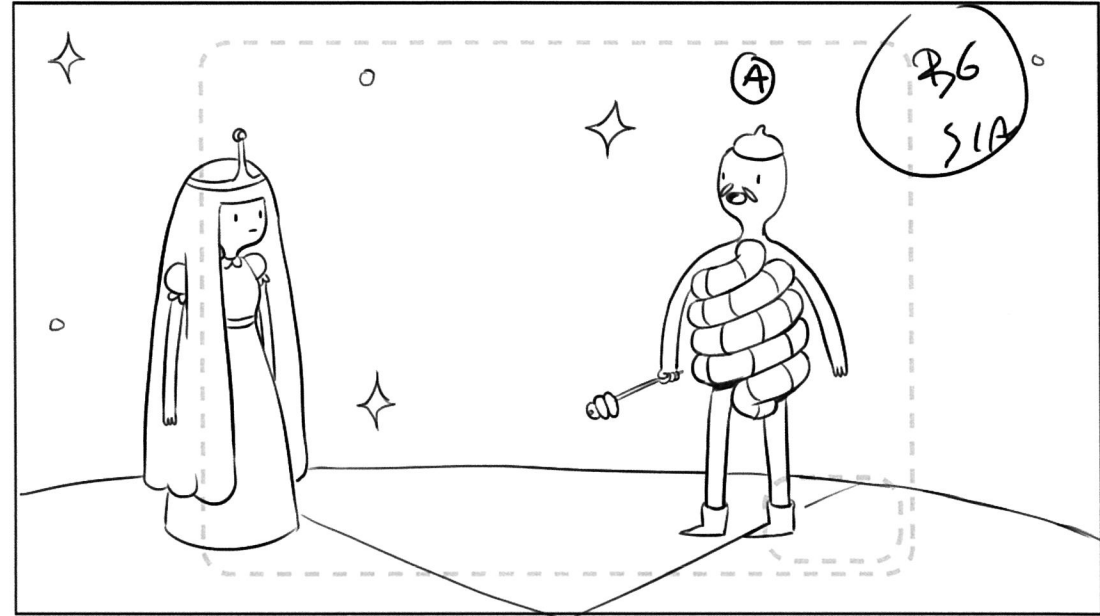


Sc. 35

Pnl. E

Bg.

day night

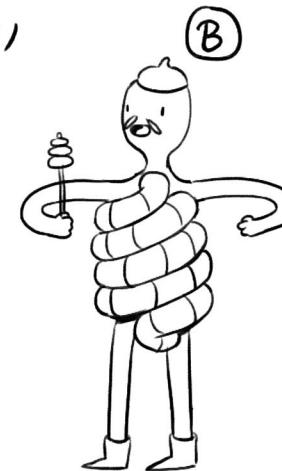
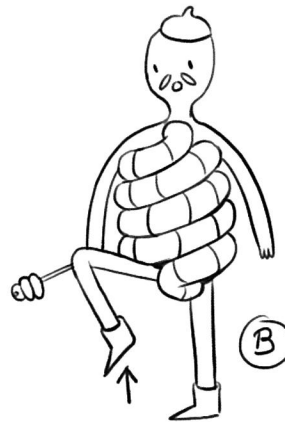


Dialog: PB: Um, who are you? A poetry ghost or something?

C: No, I'm Chattster, the cand--

Action:

Timing:



EPISODE #

1042-250

Production :

# ADVENTURE TIME



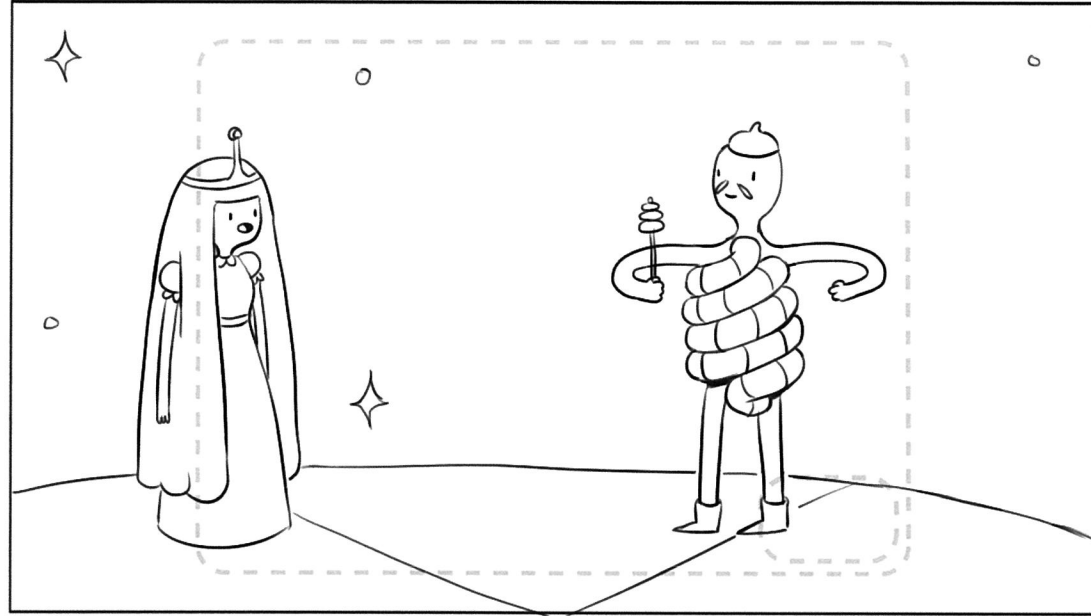
Page 78

Sc. 35

Pnl. F

Bg.

day night

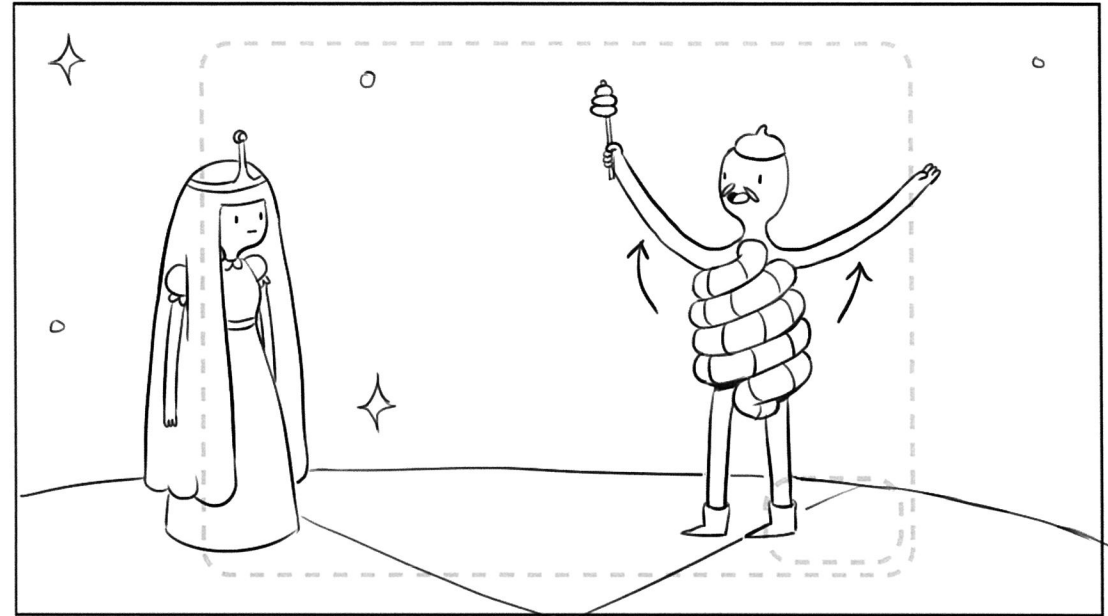


Sc. 35

Pnl. G

Bg.

day night



Dialog:

PB : You're an older version  
of the candy elemental

C : Exactly! Did you feel that knowledge  
in your cosmic consciousness?

Action:

-PB INTERRUPTS CHATSBERRY.

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



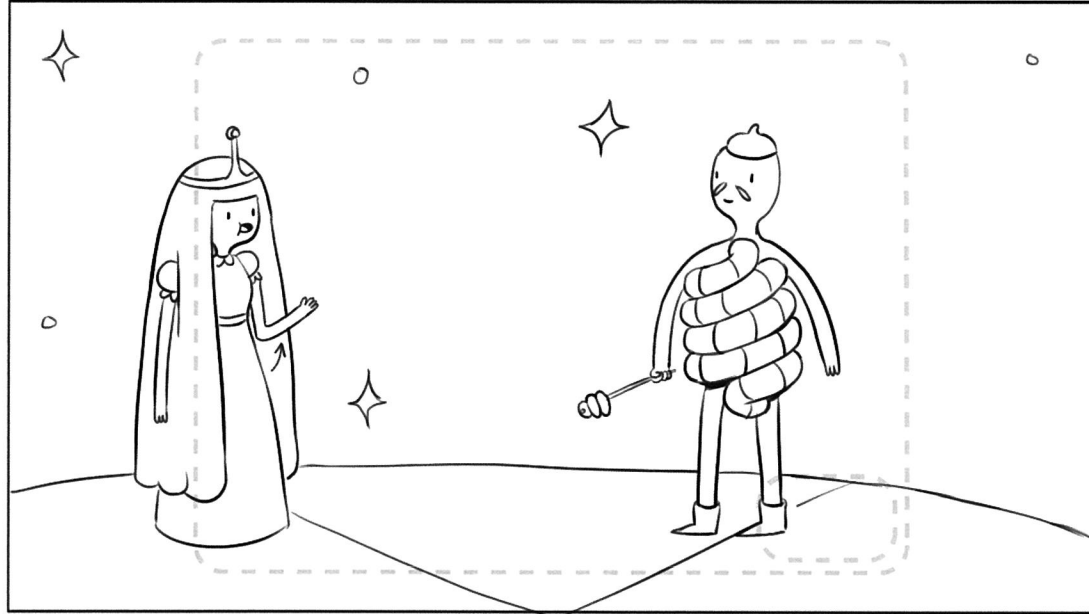
Page 79

Sc. 35

Pnl. H

Bg.

day night

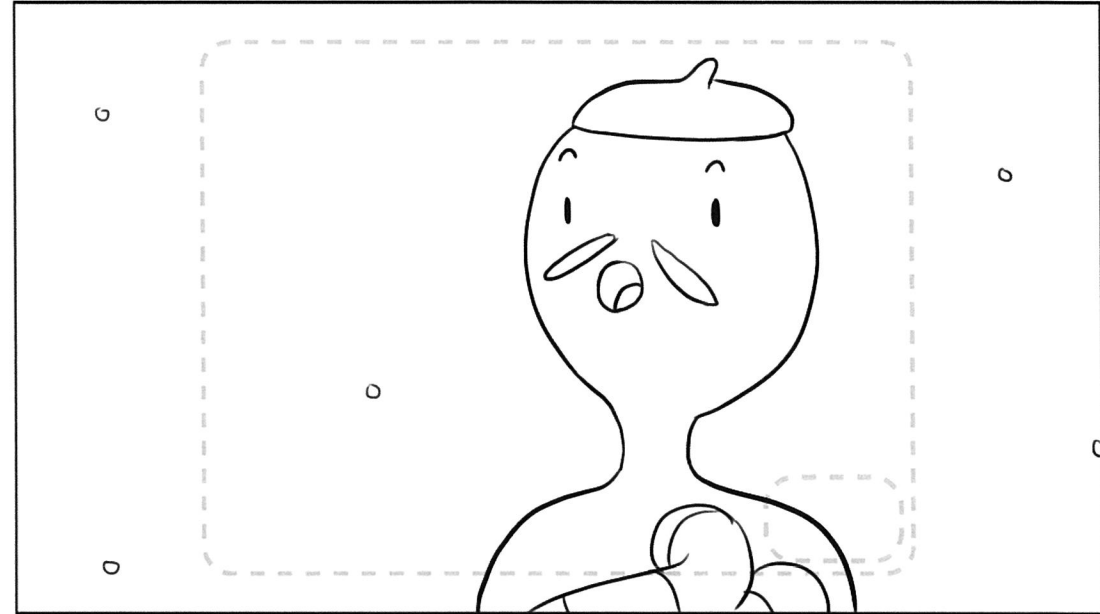


Sc. 36

Pnl. A

Bg.

day night



Dialog:

PB : Nah, I just guessed.

C : Oh ...

Action:

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



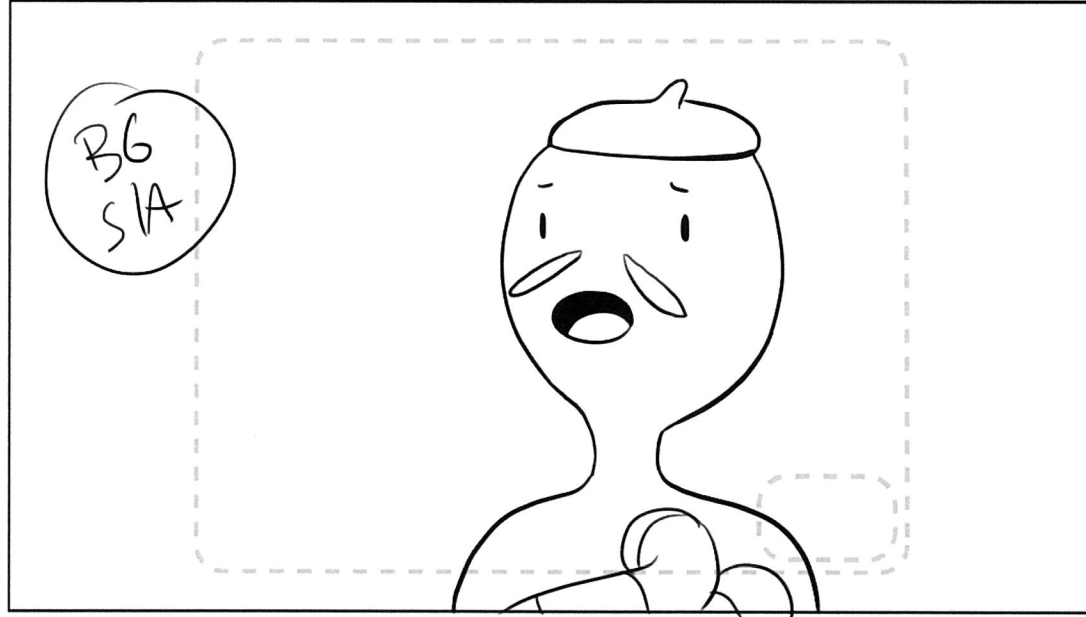
Page 80

Sc. 36

Pnl. B

Bg.

day night

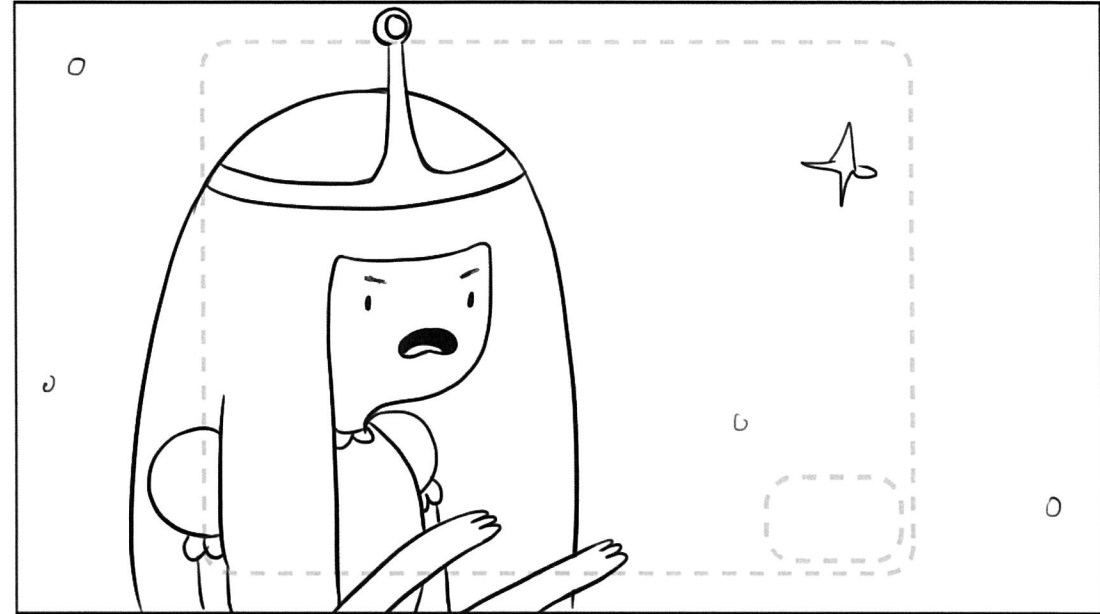


Sc. 37

Pnl. A

Bg.

day night



Dialog: C : But why aren't you using your powers?

PB : This power stinks man. There's nothing to it.

Action:

Timing:

EPISODE #

1042-250

Production :



# ADVENTURE TIME



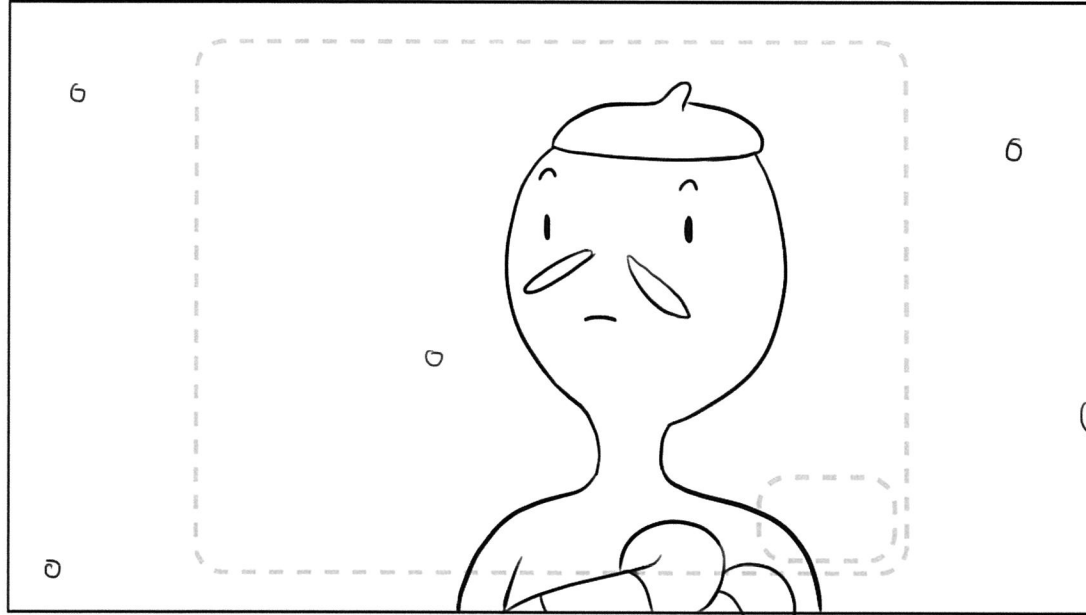
Page 81

Sc. 37

Pnl. A

Bg.

day night



Sc. 38

Pnl. B

Bg.

day night



Dialog:

C: There's EVERYTHING to it!

Action:

Timing:

EPISODE #

1042-250

Production :

ADVENTURE TIME

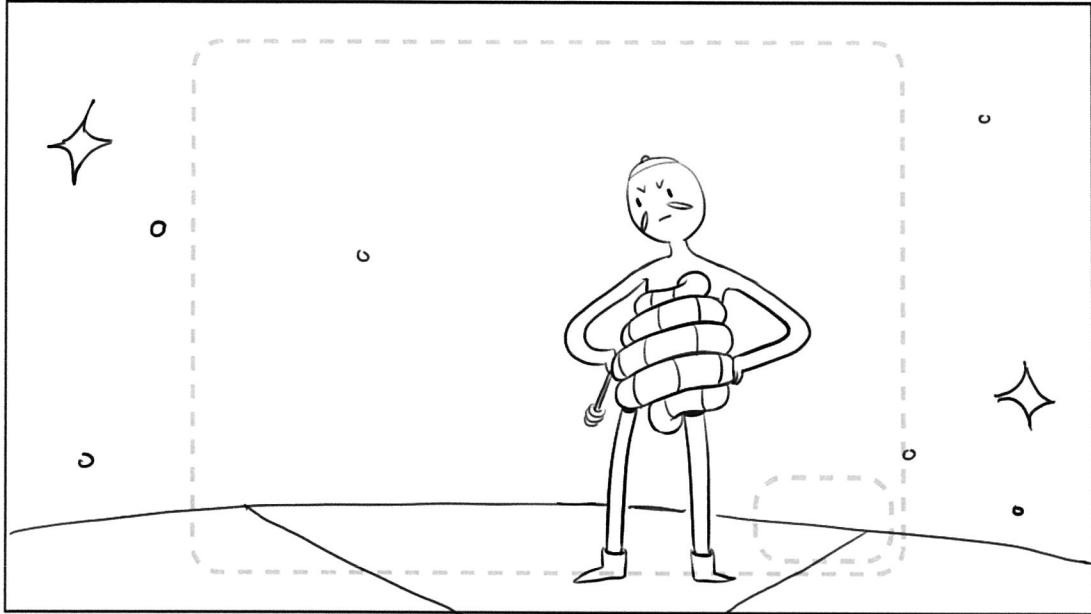


Sc. 39

Pnl. A

Bg.

day night

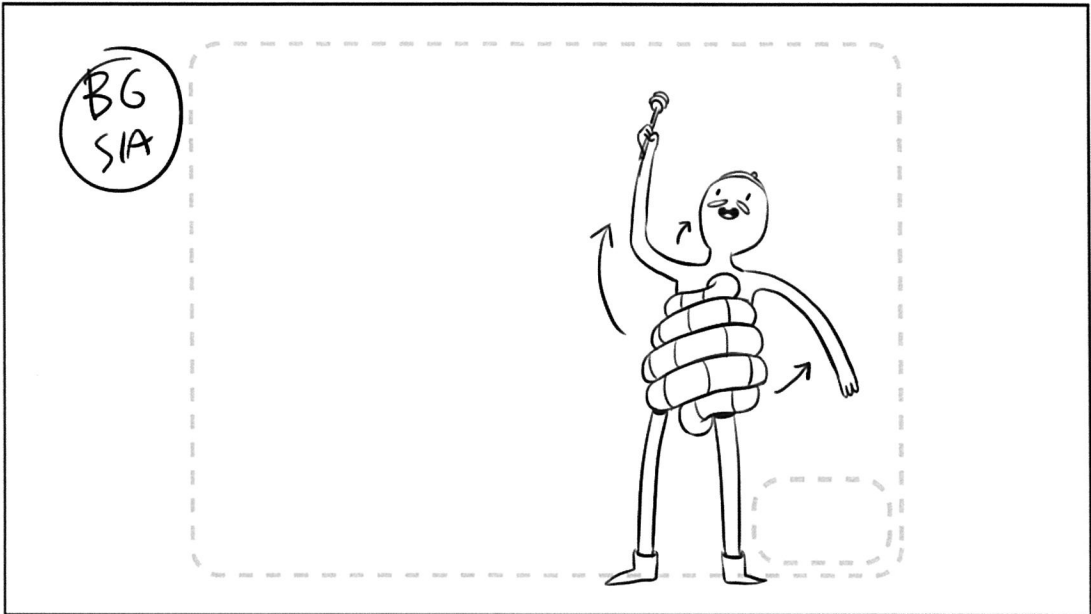


Sc. 39

Pnl. B

Bg.

day night



Dialog:

C : Look --

Action:

-CB RAISES HONEY DIPPER.

Timing:

EPISODE # 1042-251

Production :

ADVENTURE TIME

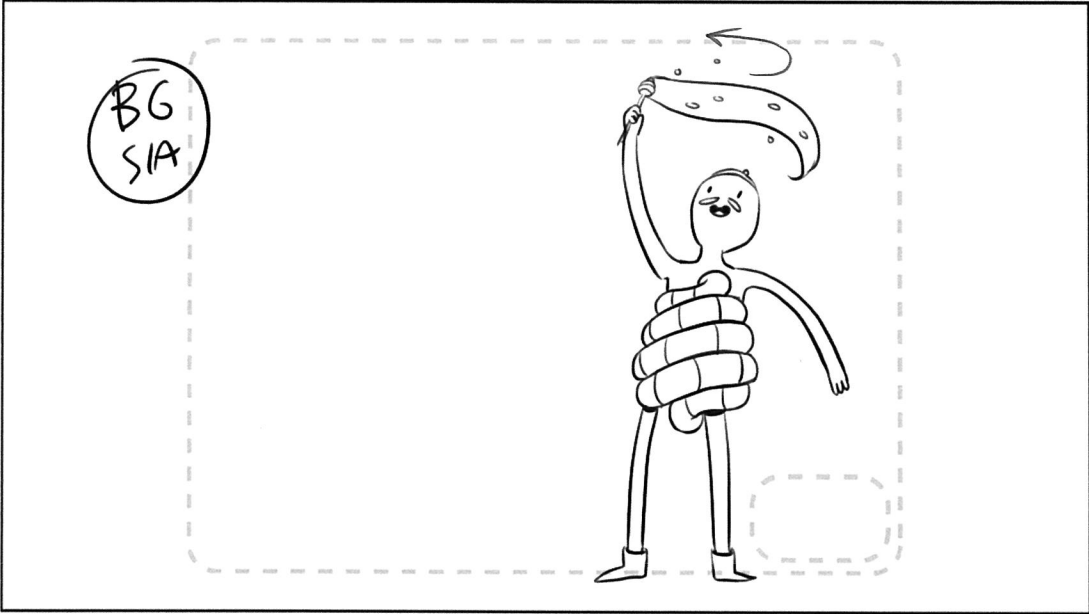


Sc. 39

Pnl. C

Bg.

day night

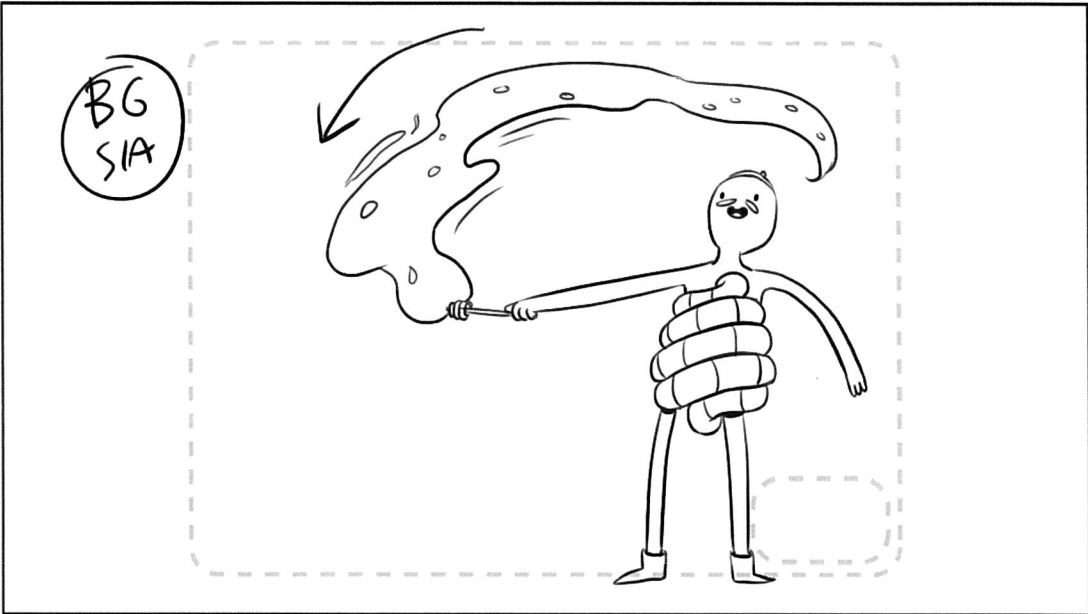


Sc. 39

Pnl. D

Bg.

day night



Dialog:

C : Candy's one of the building blocks of life...

Action:

- C Makes Soda WITH A SWEEP OF THE HONEY DIPPER.

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



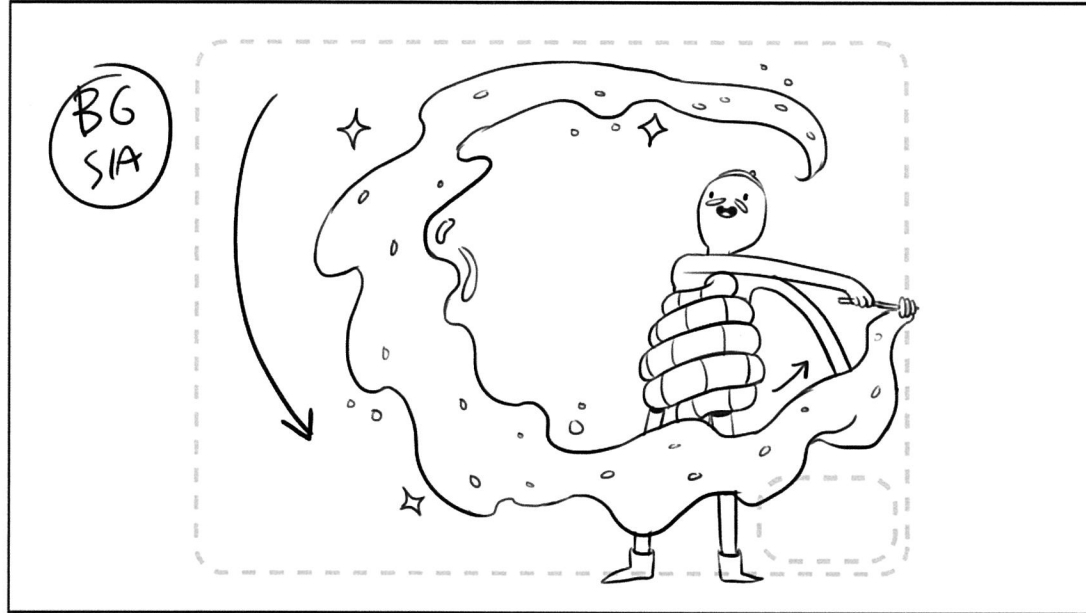
Page 84

Sc. 39

Pnl. E

Bg.

day night

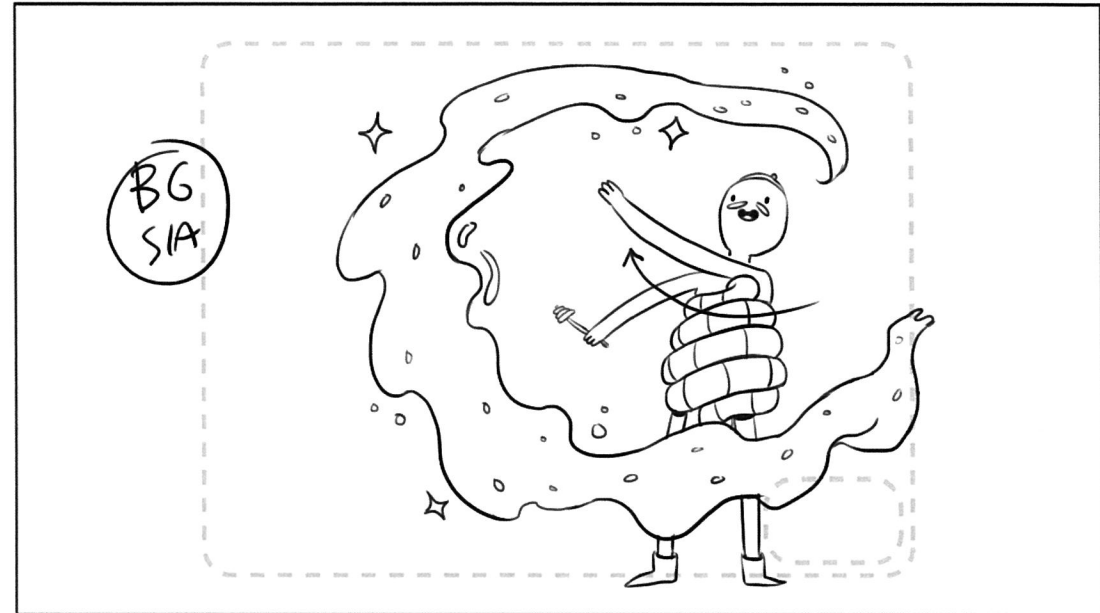


Sc. 39

Pnl. F

Bg.

day night



Dialog:

C: It's in our very DNA

Action:

- SODA FLOATS IN THE AIR LIKE  
IT'S IN ZERO GRAVITY,

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



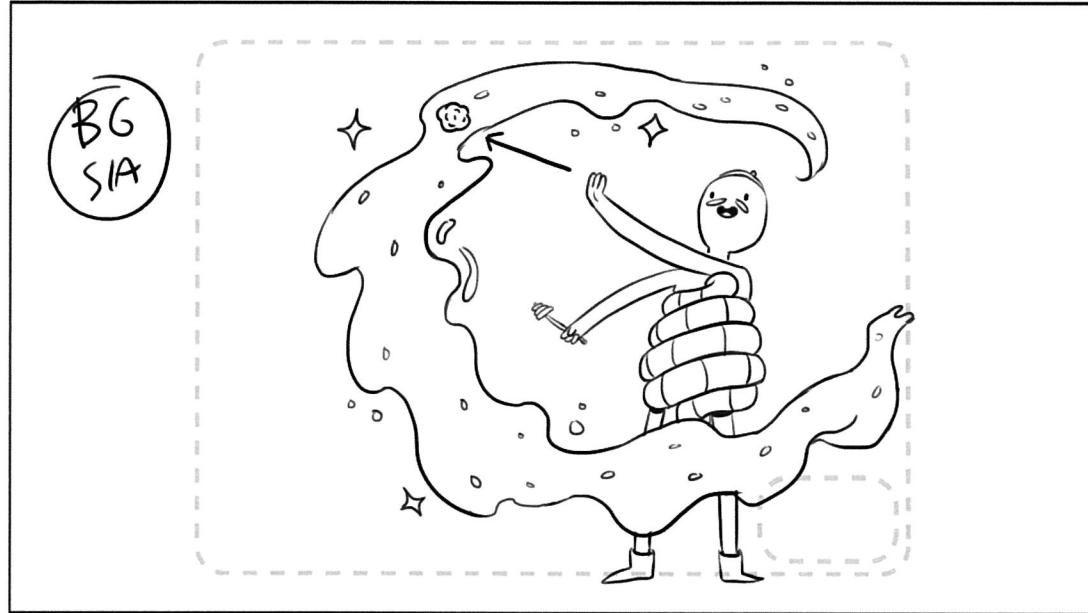
Page 85

Sc. 39

Pnl. 6

Bg.

day night

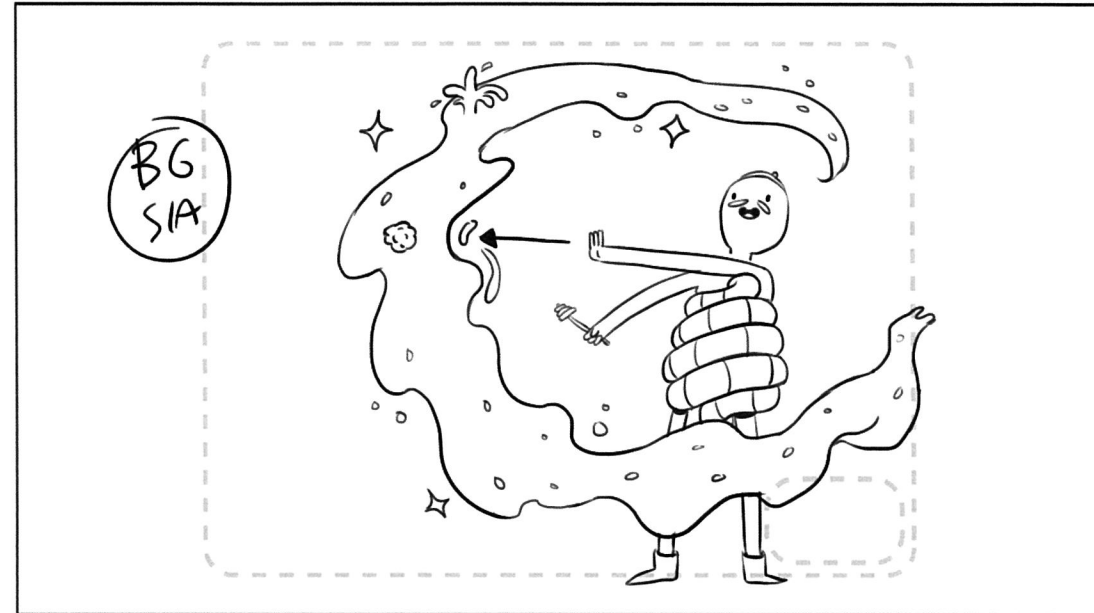


Sc. 39

Pnl. 4

Bg.

day night



Dialog:

C: Take this SOFT DRINK  
FOR EXAMPLE ...

C: Add some SCOTCH MINTS TO IT --

SFX: \* THAOP \*

Action:

C SHOTS SCOTCH MINTS FROM HIS  
PALM AT SUSPENDED SODA .

Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME

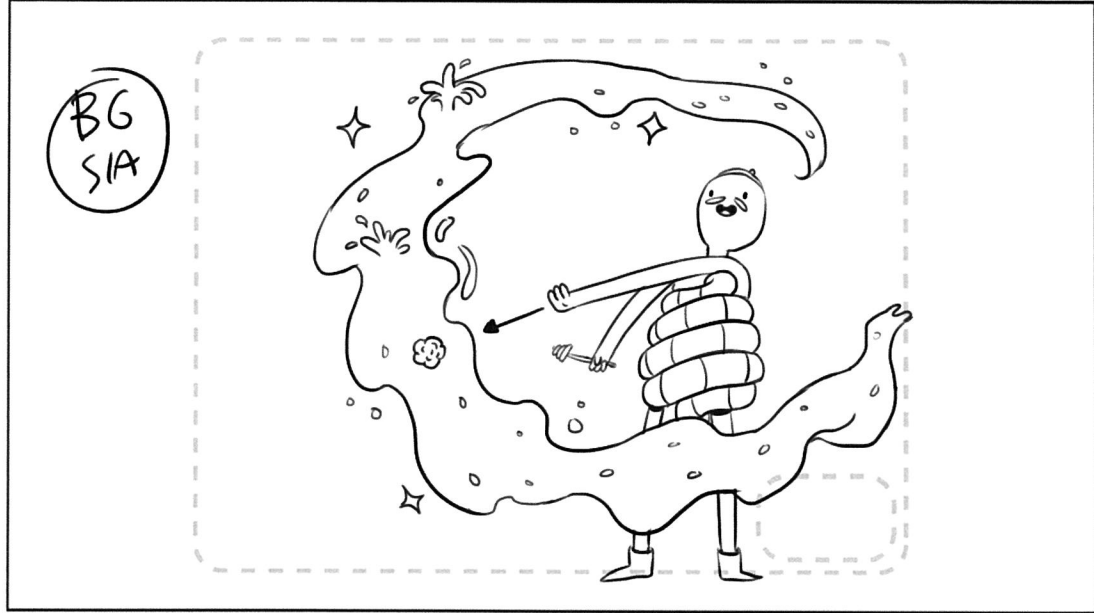


Sc. 39

Pnl. 1

Bg.

day night

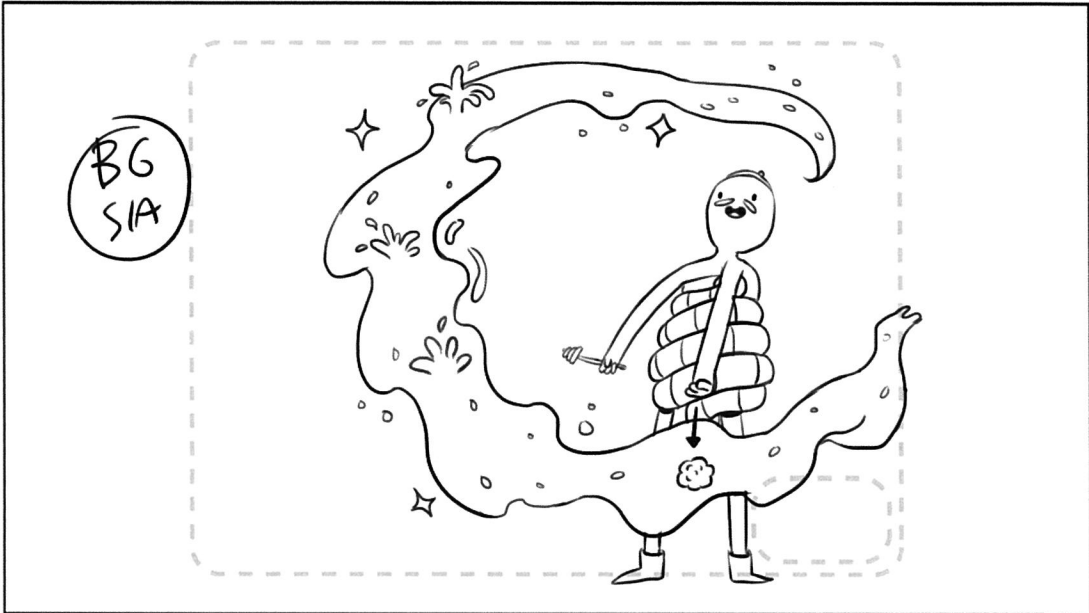


Sc. 39

Pnl. J

Bg.

day night



Dialog:

C: And behold!

SFX: \* THOOP \*

SFX: \* THOOP \*

Action:

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



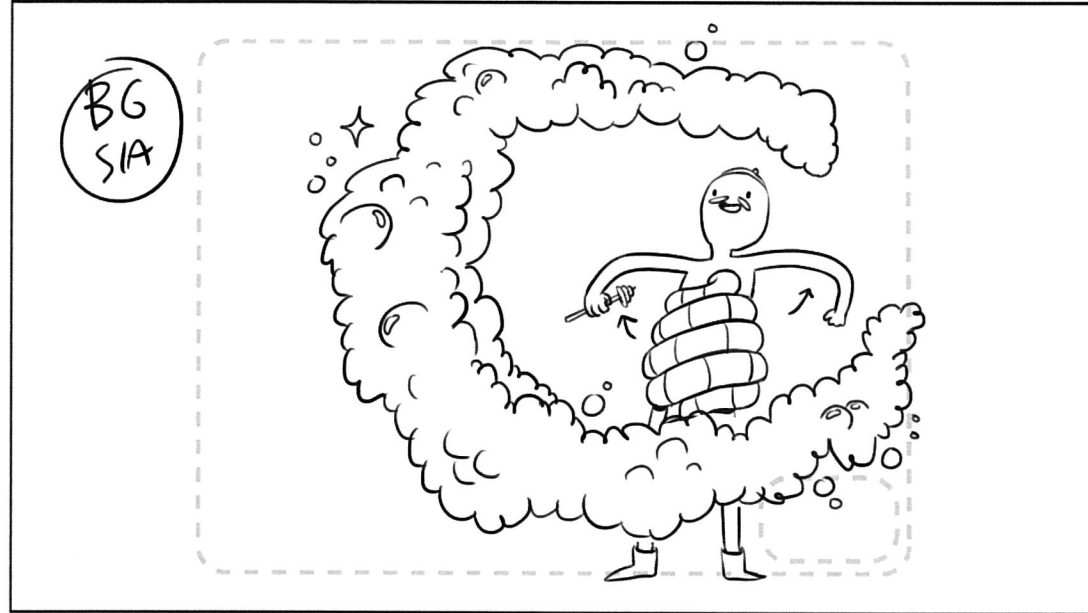
Page 87

Sc. 39

Pnl. K

Bg.

day night



Sc. 40

Pnl. A

Bg.

day night



Dialog:

C : Candy Combustion!

Action:

Explosion! of FOAM.

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



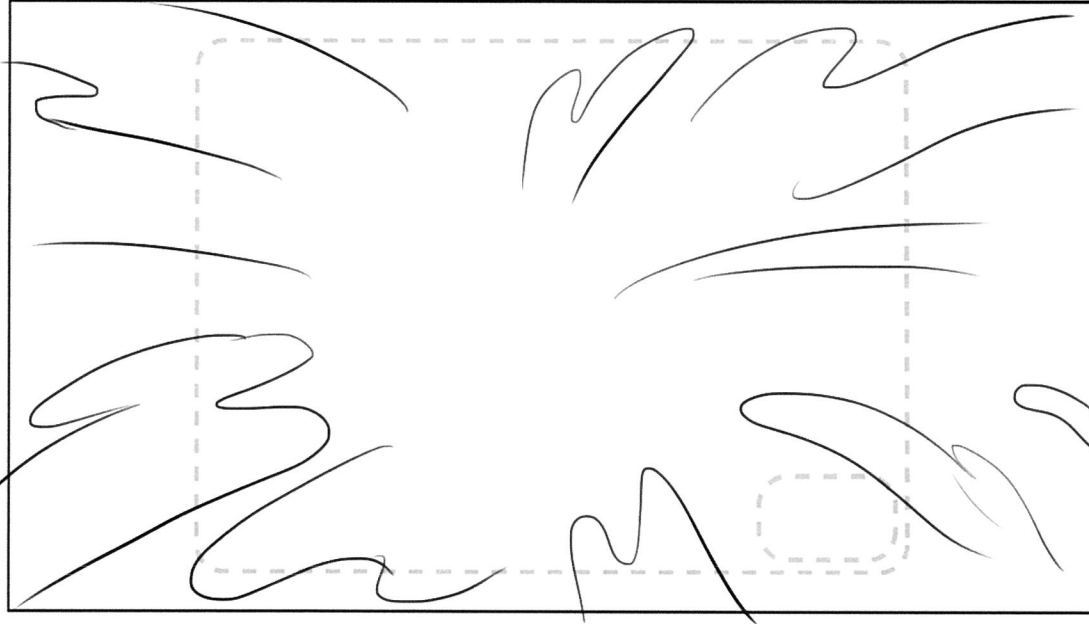
Page 88

Sc. 40

Pnl. B

Bg.

day night

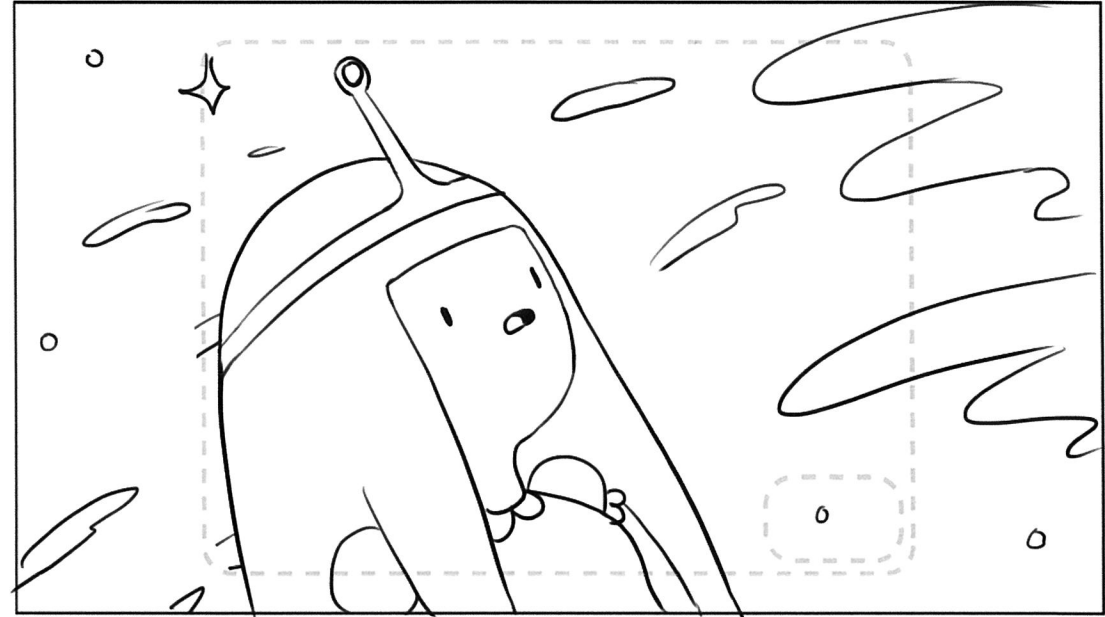


Sc. 41

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1042-250



# ADVENTURE TIME



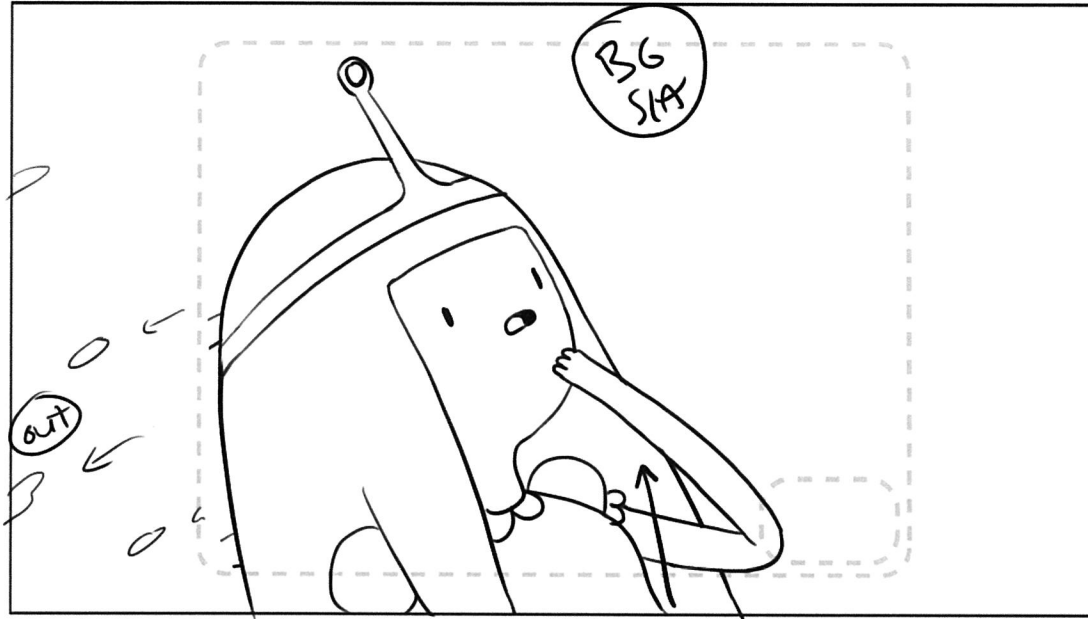
Page 89

Sc. 41

Pnl. B

Bg.

day night

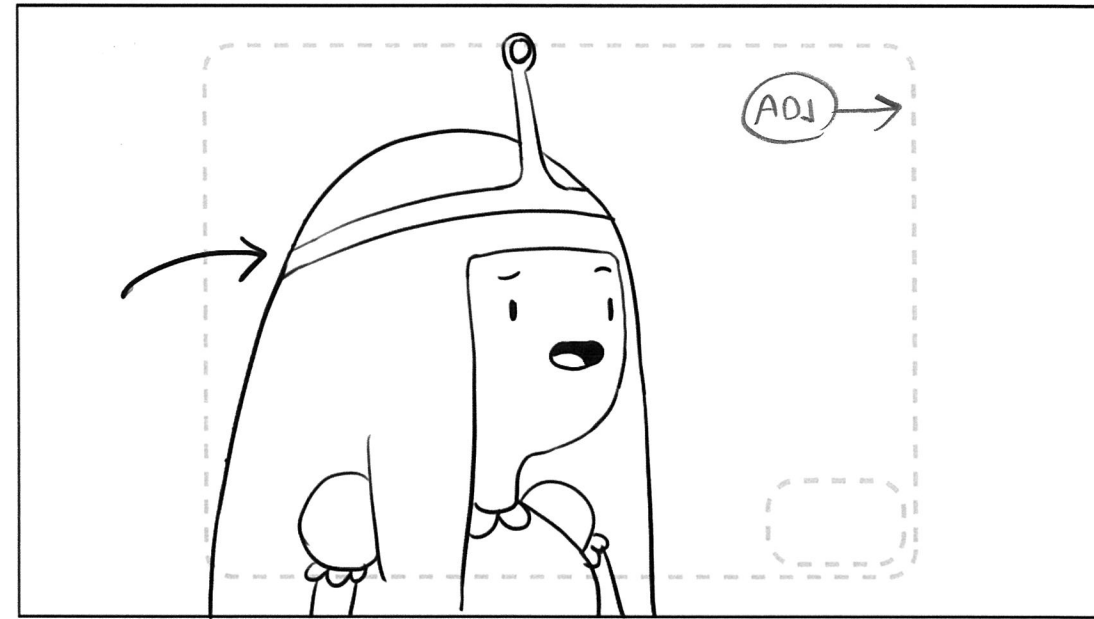


Sc. 41

Pnl. C

Bg.

day night



Dialog:

PB: Yeah that's kinda sweet.

PB: How do I do that? I can barely shoot one jelly bean?

Action:

- FOAM CONTINUES OFF/S.

- PB STRAIGHTENS UP.

- ADJ. W/ ACTION

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



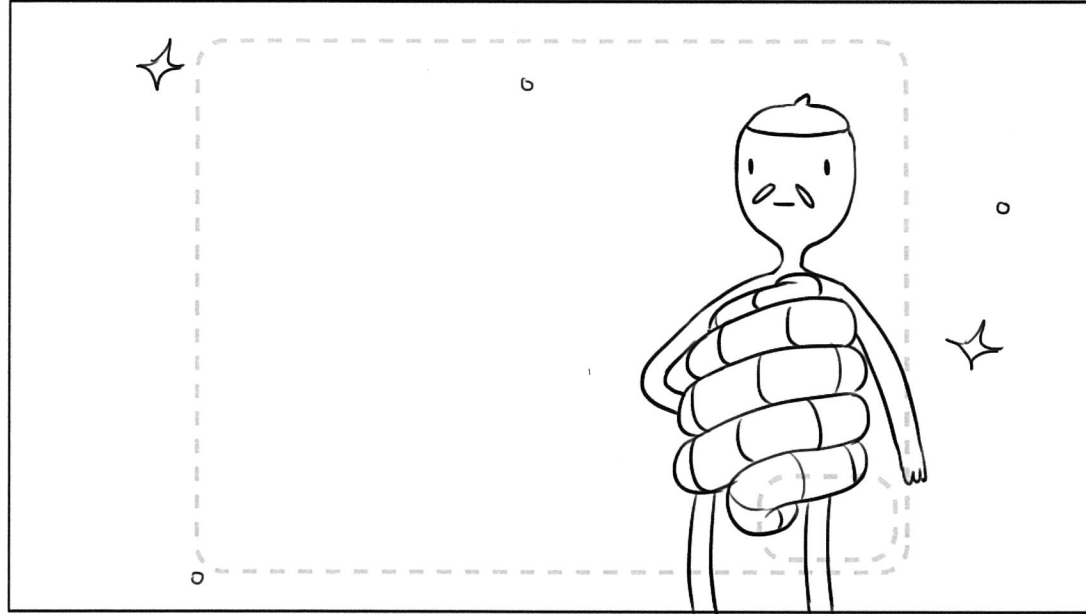
Page 90

Sc. 42

Pnl. A

Bg.

day night

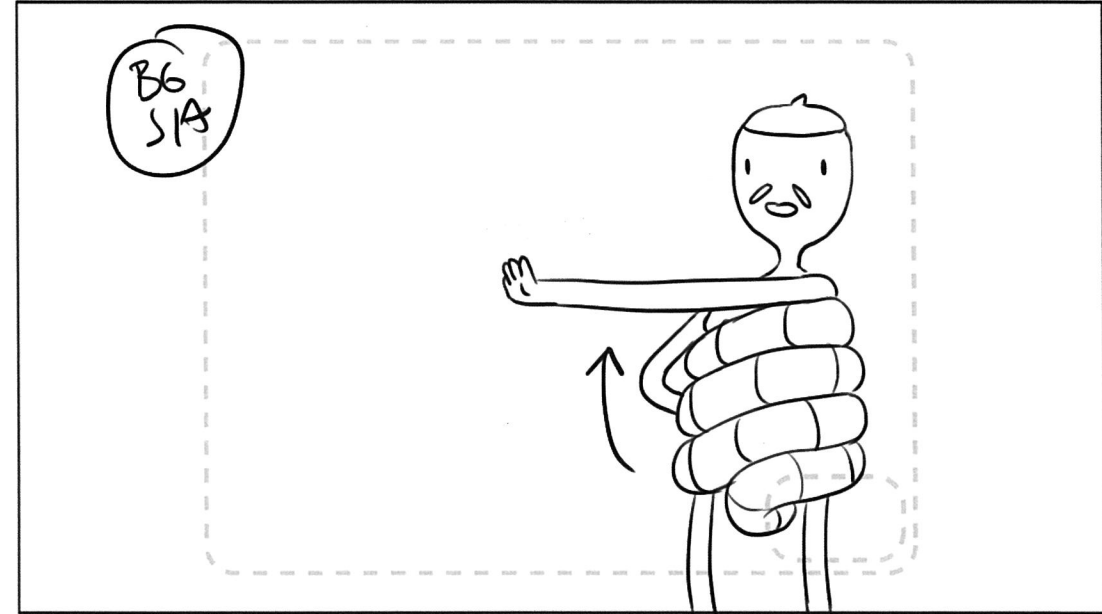


Sc. 42

Pnl. B

Bg.

day night



Dialog:

C: Here let me show you.

Action:

- A cosmic candy hand materializes



Timing:

EPISODE #

Production :

1142-250

# ADVENTURE TIME



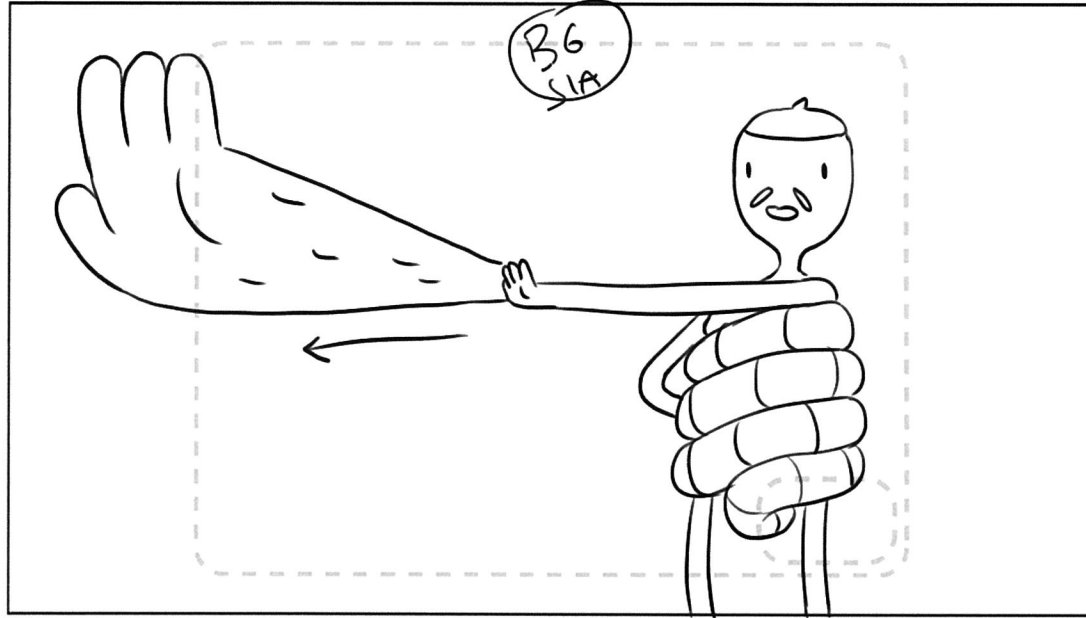
Page 91

Sc. 42

Pnl. C

Bg.

day night

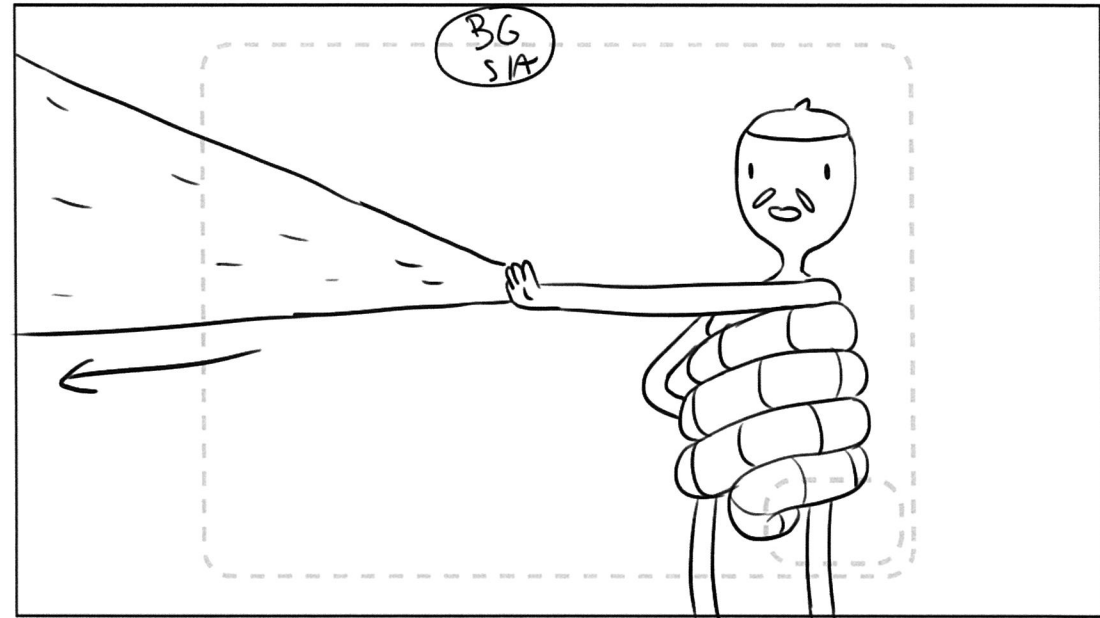


Sc. 42

Pnl. D

Bg.

day night



Dialog:

Action:

- COSMIC CANDY HAND EXTENDS OFF/S,

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



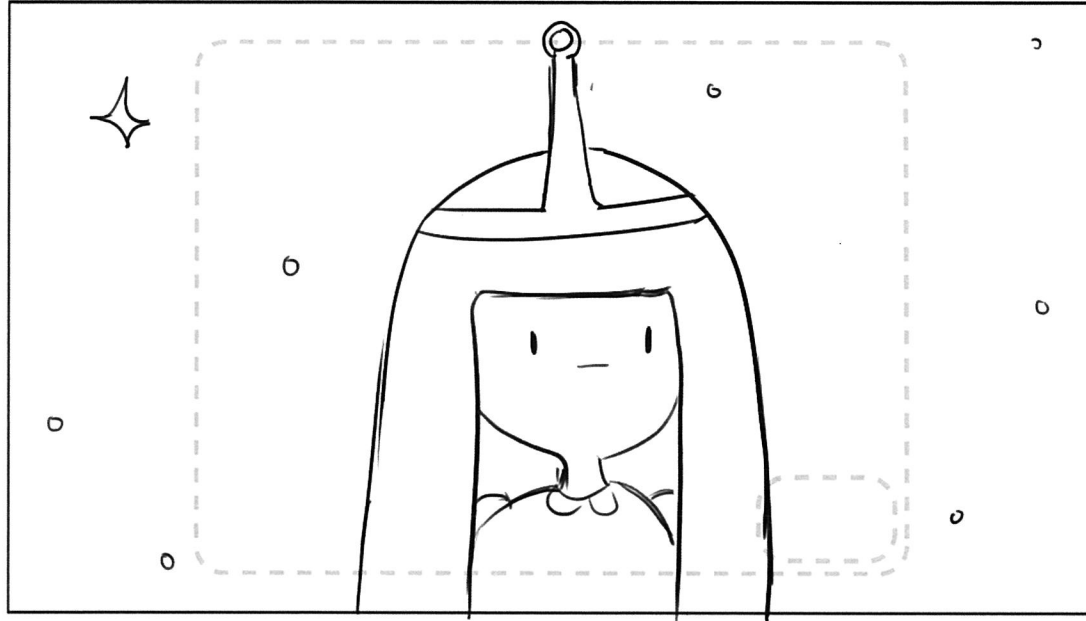
Page 92

Sc. 43

Pnl. A

Bg.

day night

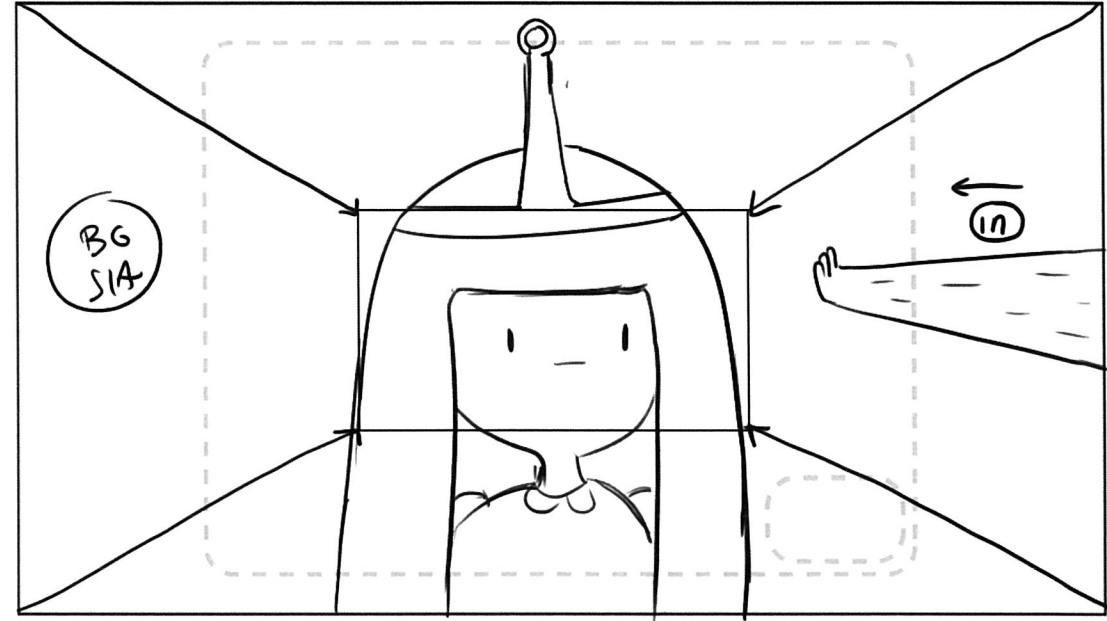


Sc. 43

Pnl. B

Bg.

day night



Dialog:

Action:

- COSMIC HAND STRETCHES ON/S.
- TRUCK IN ON PB'S FACE.

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



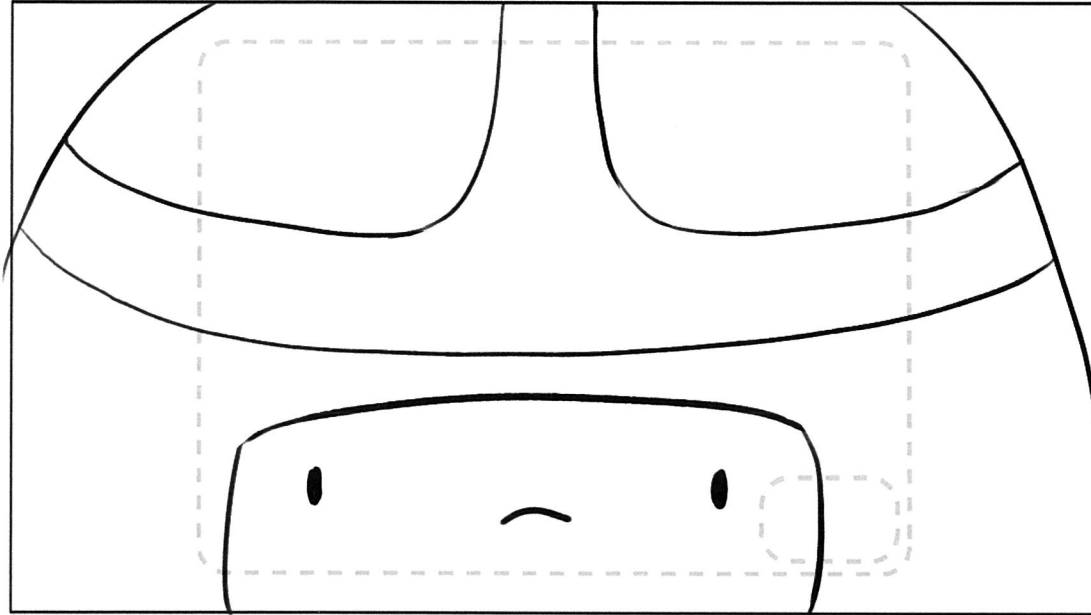
Page 93

Sc. 44

Pnl. A

Bg.

day night

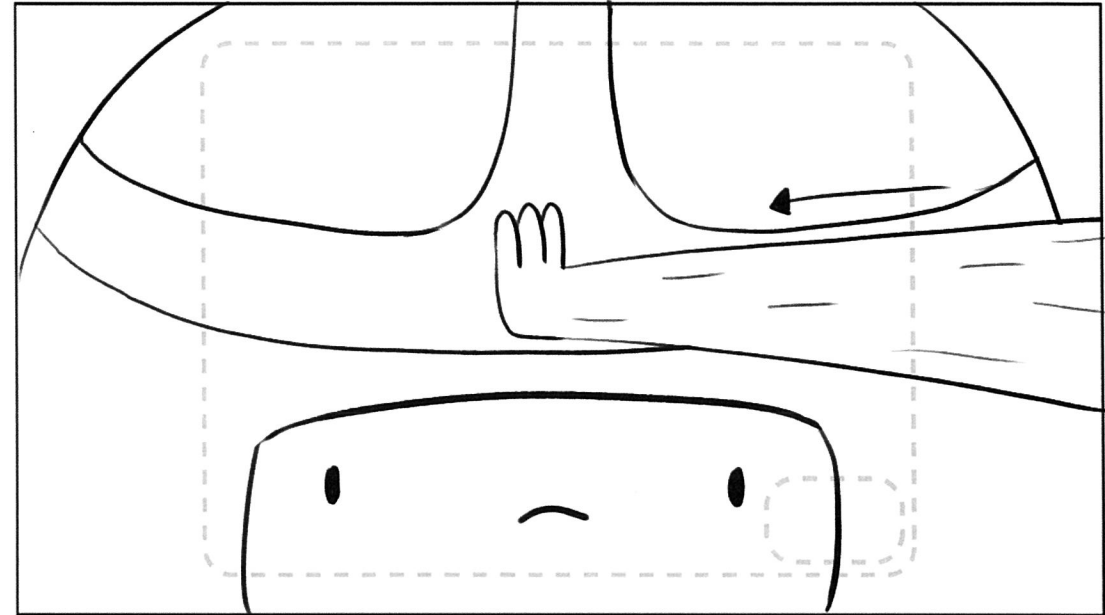


Sc. 44

Pnl. B

Bg.

day night



Dialog:

C: Connect to yourself.

Action:

- COSMIC HAND RESTS ON PBS FOREHEAD.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



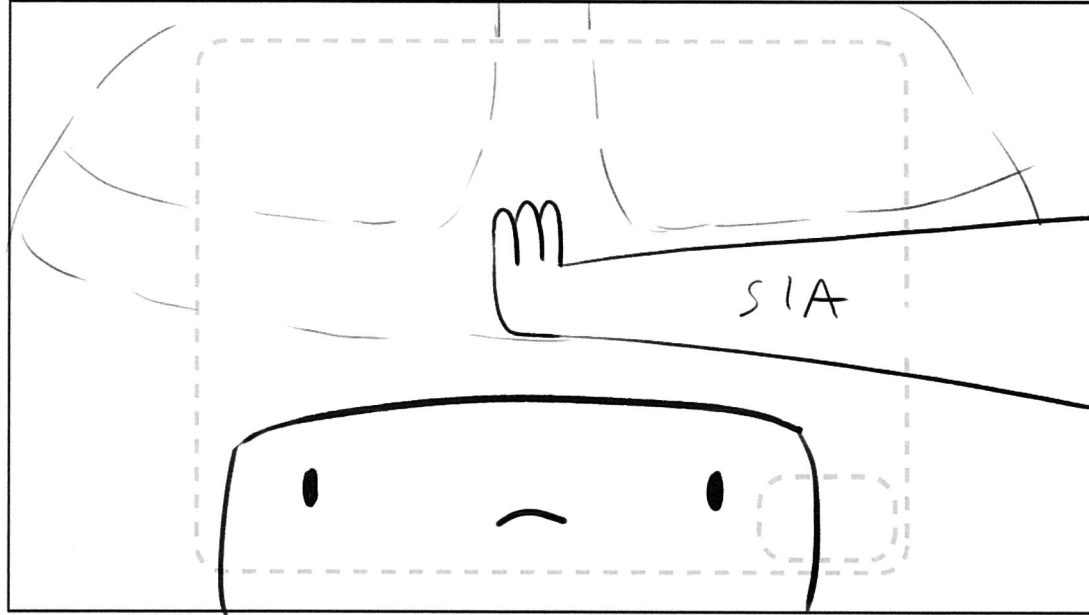
Page 94

Sc. 44

Pnl. C

Bg.

day night

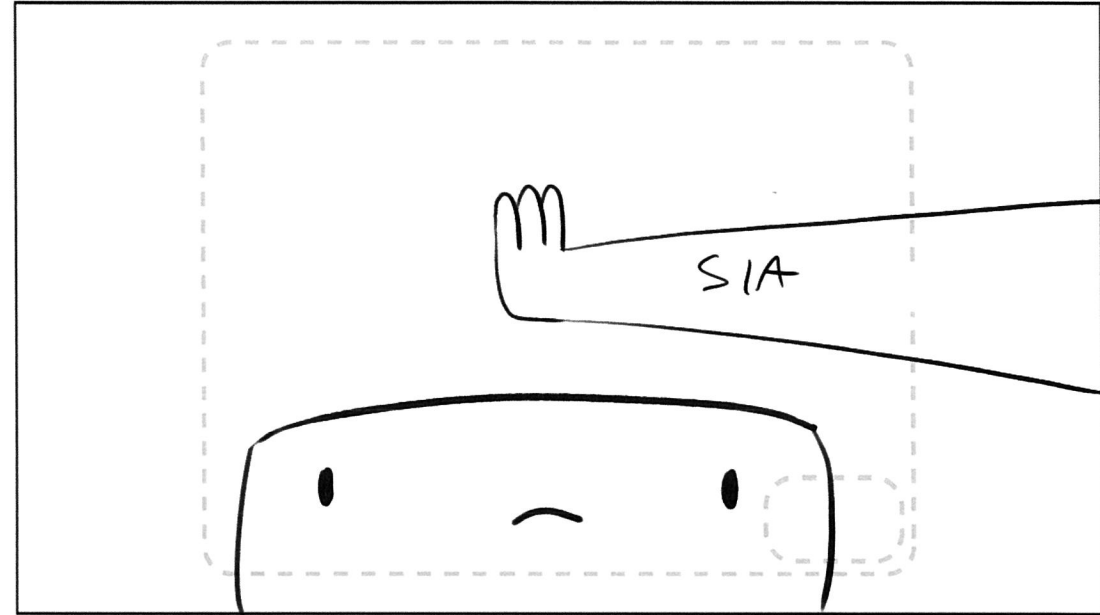


Sc. 44

Pnl. D

Bg.

day night



Dialog:

Action: Top part of PB's head disappears

Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME

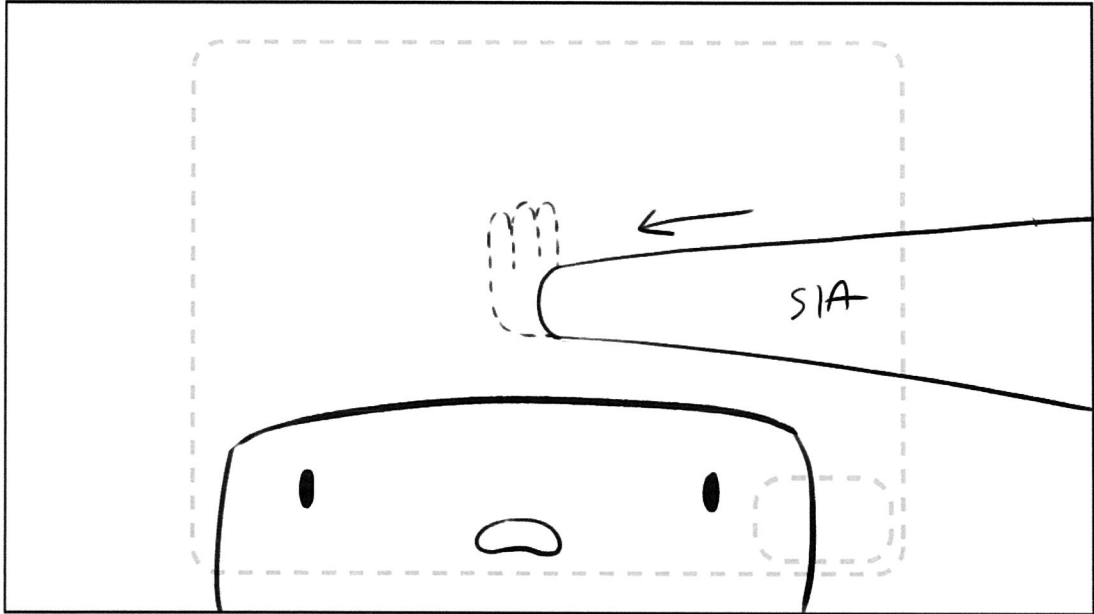


Sc. 44

Pnl. E

Bg.

day night

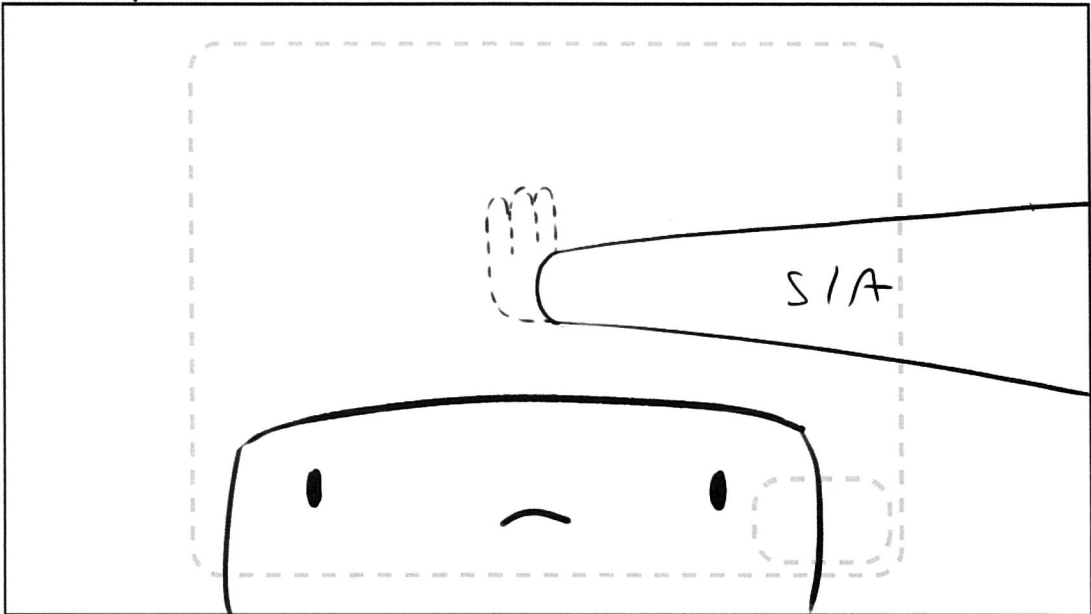


Sc. 44

Pnl. F

Bg.

day night



Dialog:

PB: I AM connected to myself.

Action:

Cosmic hand pushes through PB's head

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



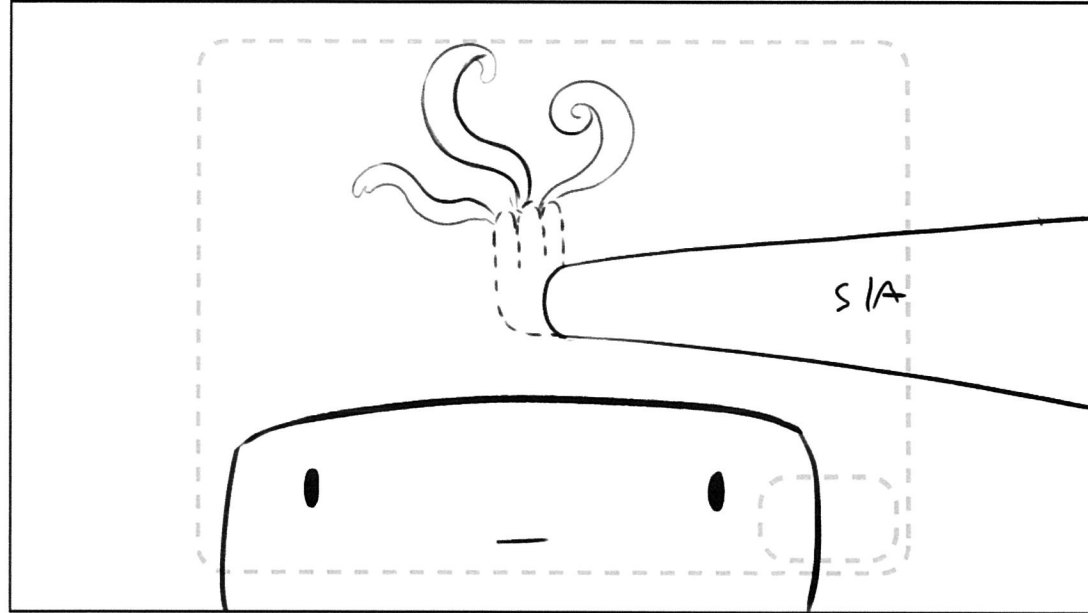
Page 96

Sc. 44

Pnl. 6

Bg.

day night



Dialog:

Action:

Timing:

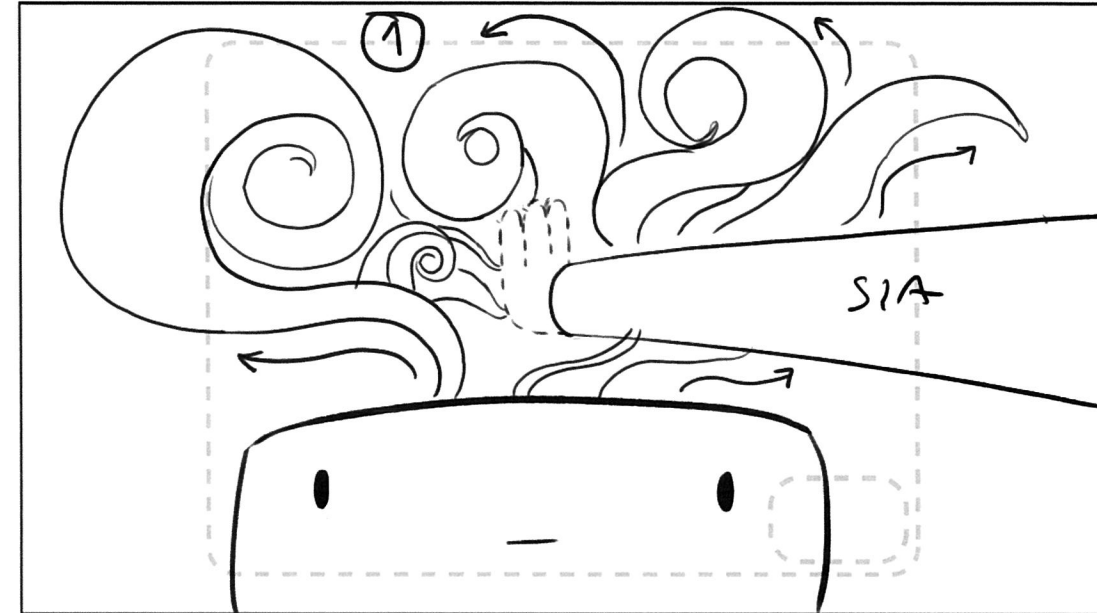
- smoke forms

Sc. 44

Pnl. H

Bg.

day night



EPISODE #

Production :

1042-250



# ADVENTURE TIME



Page 97

Sc. 44

Pnl. I

Bg.

day night



Sc. 44

Pnl. J

Bg.

day night

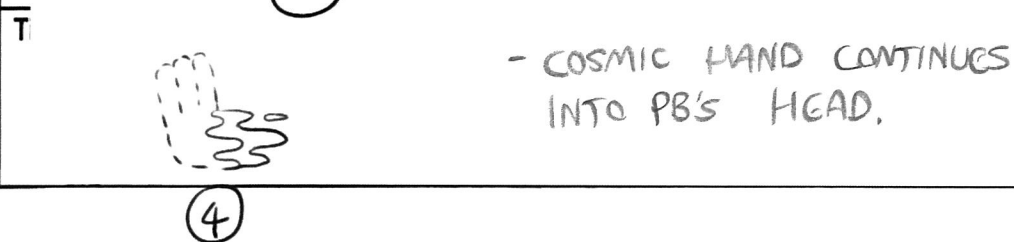


Dialog:

C (o/s) : Not to the self you once were -



Smoke fades out



EPISODE #

1042-251

Production :

# ADVENTURE TIME



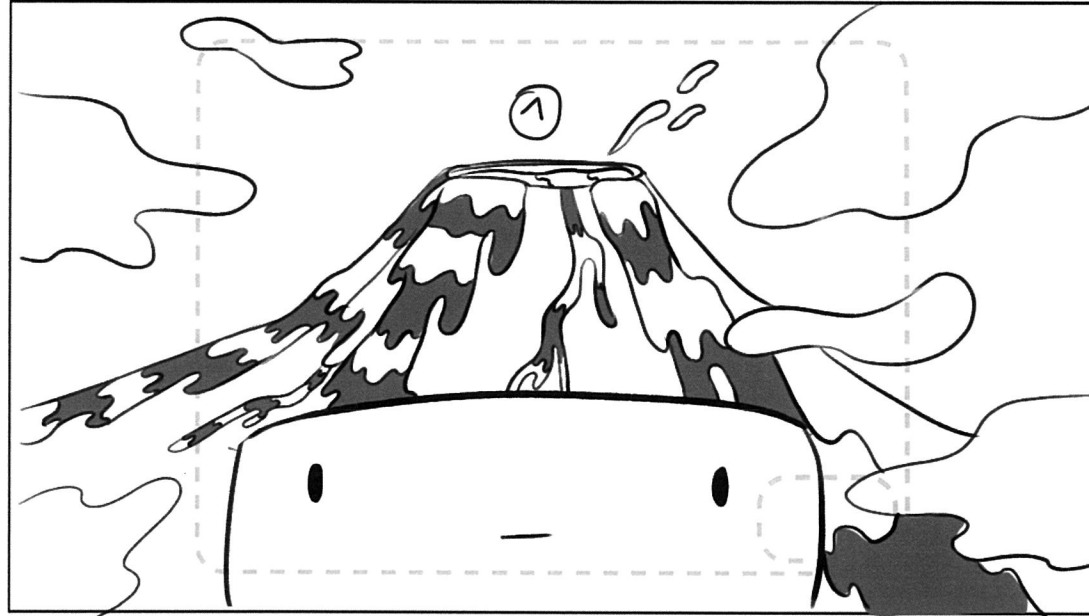
Page 98

Sc. 44

Pnl. K

Bg.

day night

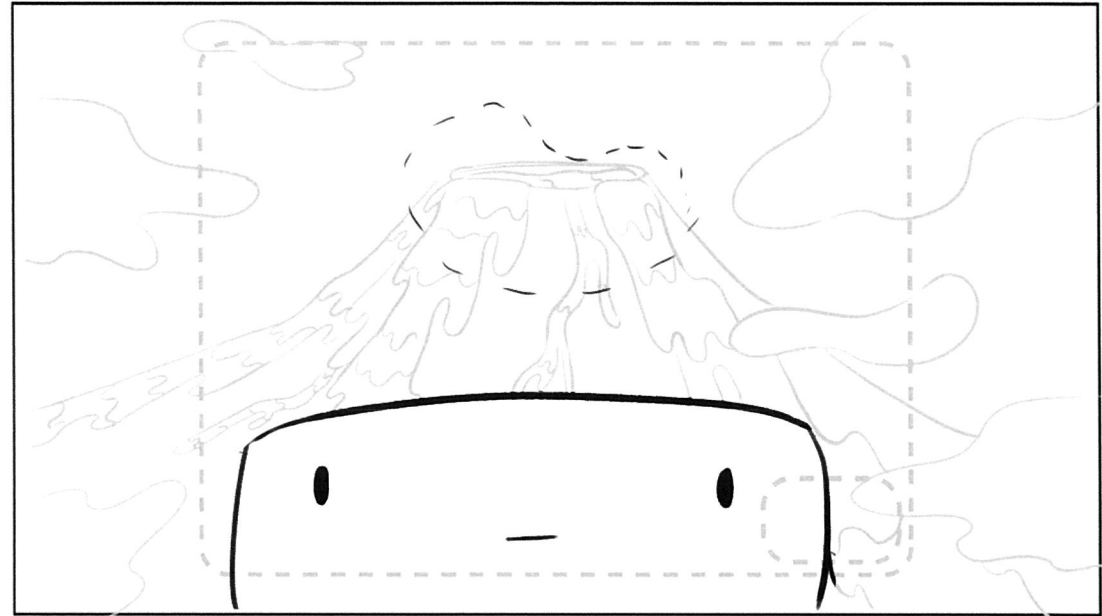


Sc. 44

Pnl. L

Bg.

day night



Dialog:

SFX: \*SPUTTERING, BUBBLING\*

Action:

- peppermint candy volcano fades in.

- peppermint candy volcano fades out.

Timing:



Volcano top lava sputter

1042-250

EPISODE #

Production :

# ADVENTURE TIME



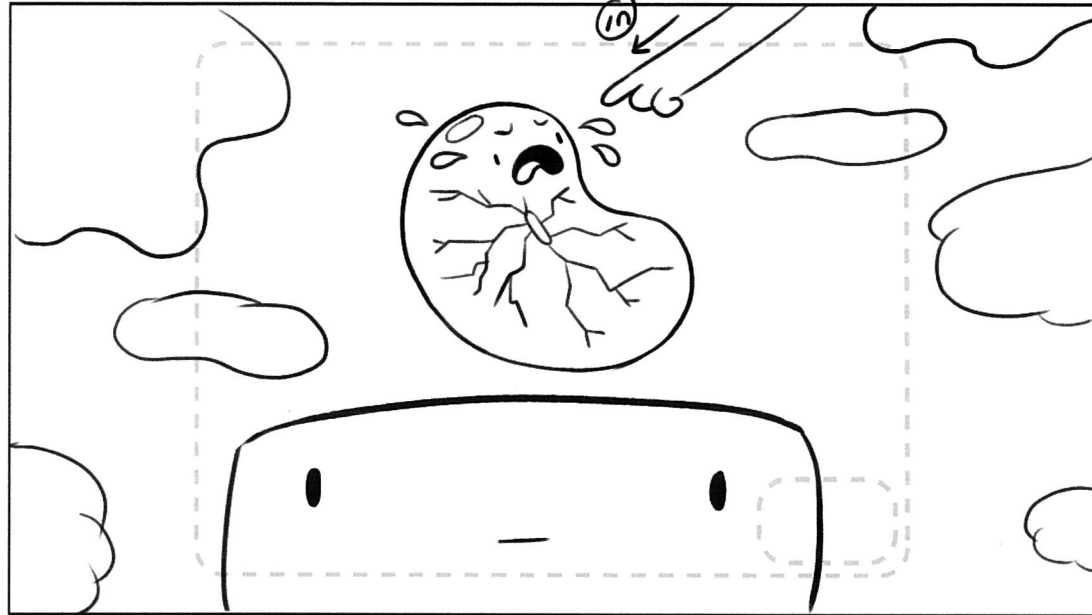
Page 99

Sc. 44

Pnl. M

Bg.

day night

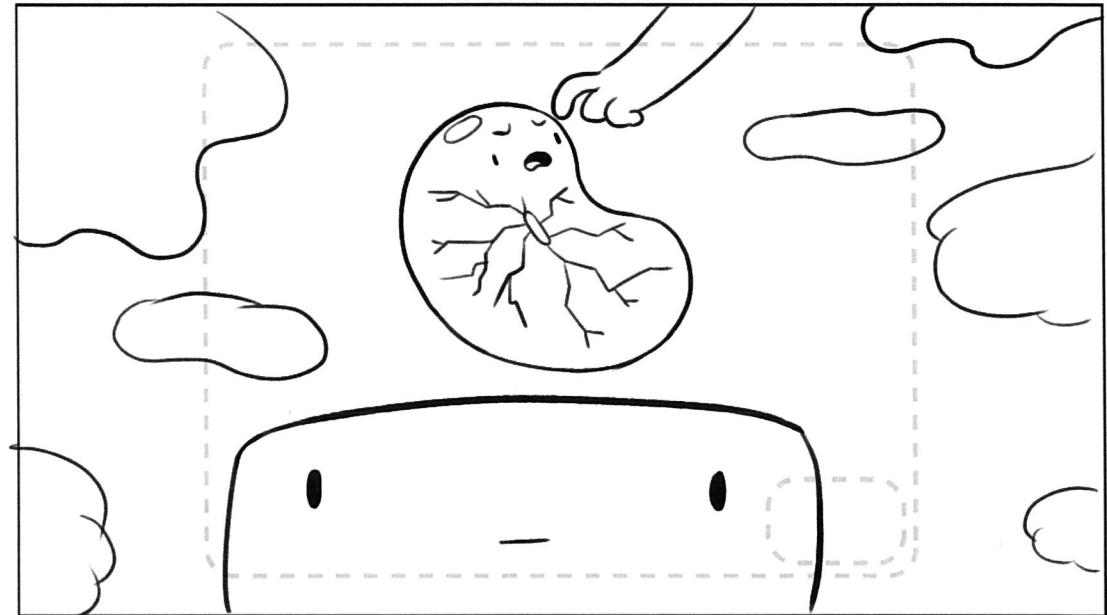


Sc. 44

Pnl. N

Bg.

day night



Dialog:

JELLY  
BEAN.

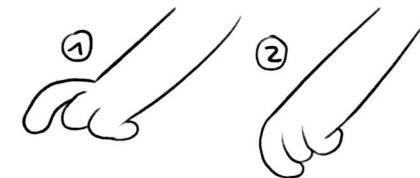
\*Crying\*

CB: TO Your new self.

Action:

Crying baby jelly bean image  
fades in. HAND REACHES ON/S.

Timing:



Hand tickling cycle:

①, ②

EPISODE #

1042-250

Production :

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ADVENTURE TIME



Sc. 44

Pnl. 0

Bg.

day night

Sc. 44

Pnl. P

Bg.

day night

Dialog:

Action:

Timing:

Hand tickling cycle:  
①, ②

- Jelly bean's happy

Hand tickling cycle:  
①, ②

EPISODE # 1042-250  
Production :

ADVENTURE TIME

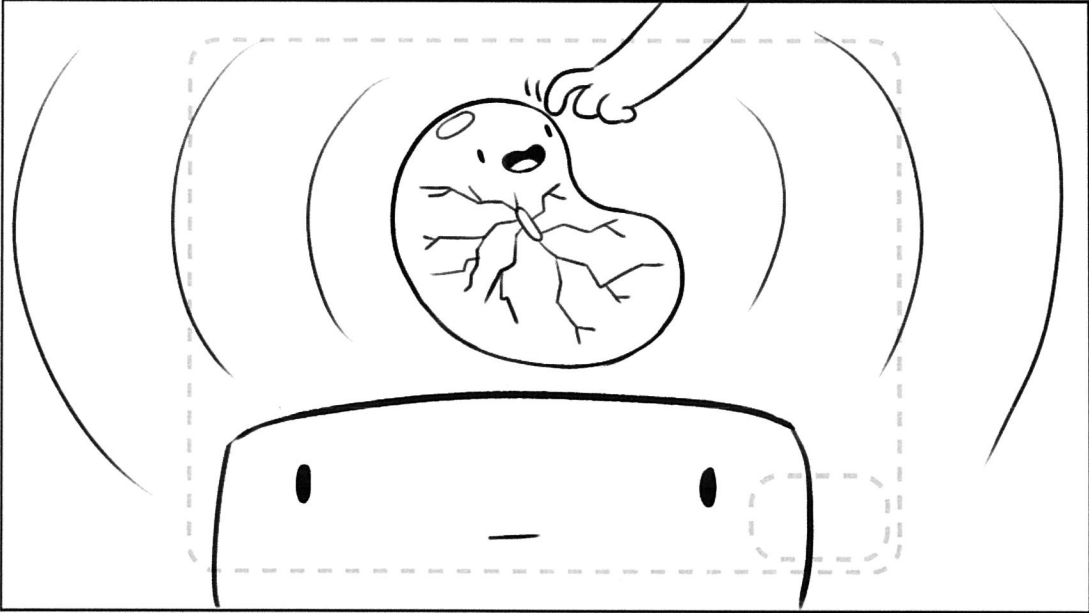


Sc. 44

Pnl. Q

Bg.

day night

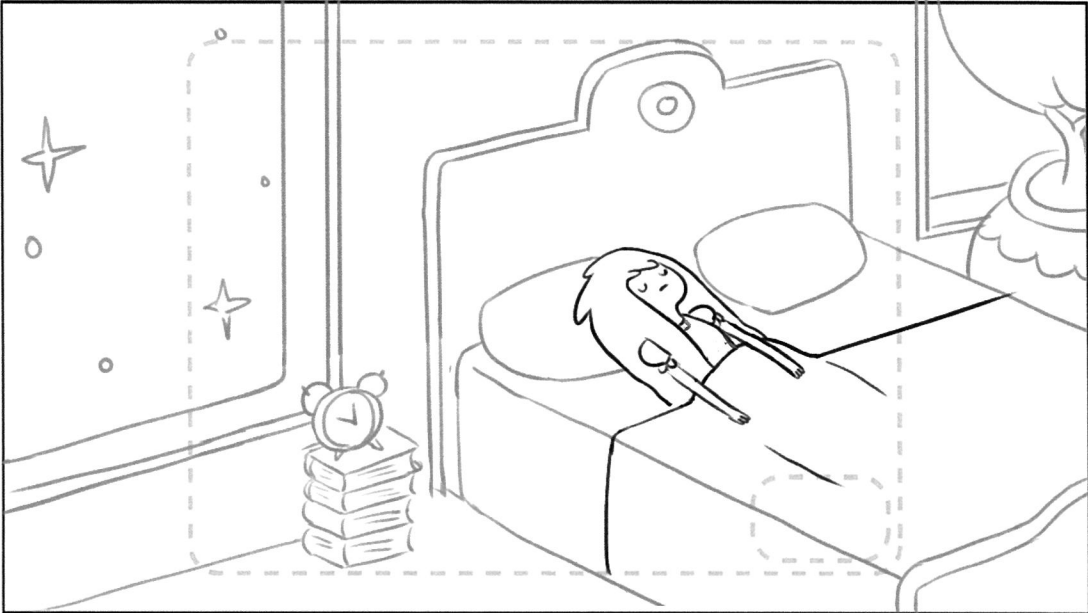


Sc. 45

Pnl. A

Bg.

day night



Dialog:

Jelly Bean: \* BEEP BEEP BEEP \*

SFX: \* BEEP BEEP BEEP \*

Action:

- WAVES EMANATE FROM JELLY BEAN.

- ALARM GOING OFF IN PB'S ROOM.

Timing:

EPISODE # 1042-250  
Production :

# ADVENTURE TIME



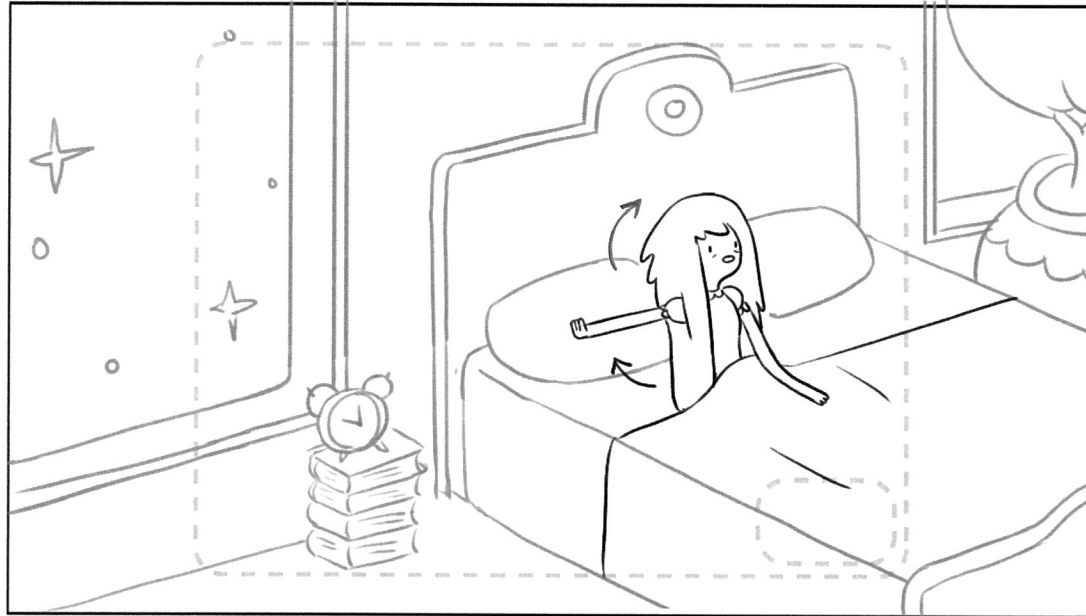
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Sc. 45

Pnl. B

Bg.

day night

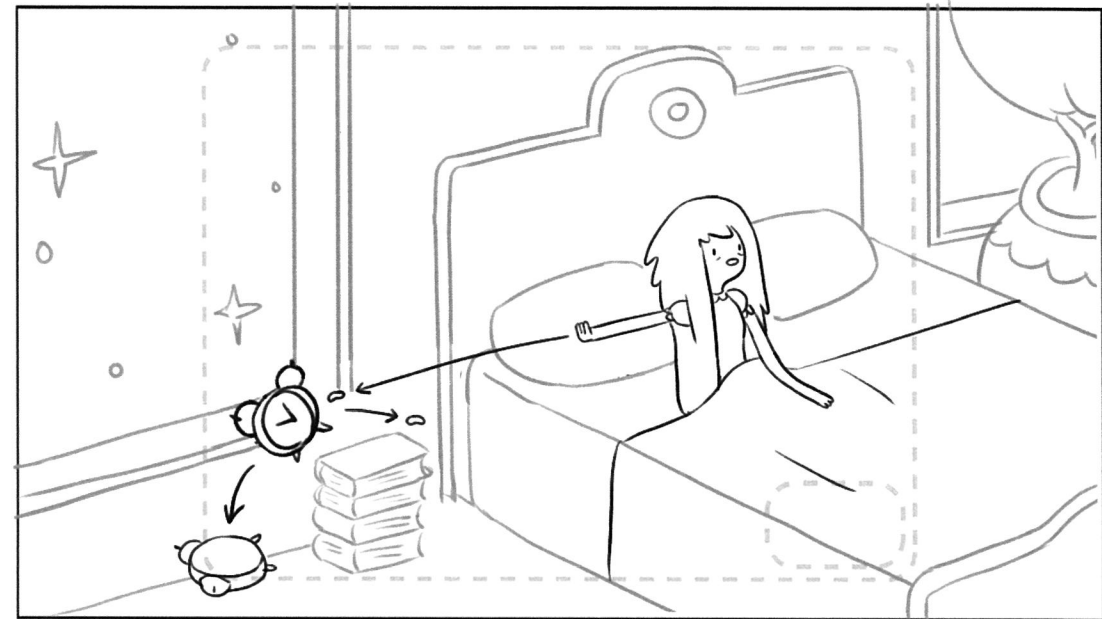


Sc. 45

Pnl. C

Bg.

day night



Dialog:

SFX: \* BEEP - BEEP - BEEP \*

SFX: \* PYEW! CLUNK \*

Action:

- PB SITS UP, ARM SNAP UP

- JELLY BEAN SHOTS FROM PB'S PALM AT HIGH SPEED AND KNOWS ALARM CLOCK TO GROUND.

Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME



Sc. 45

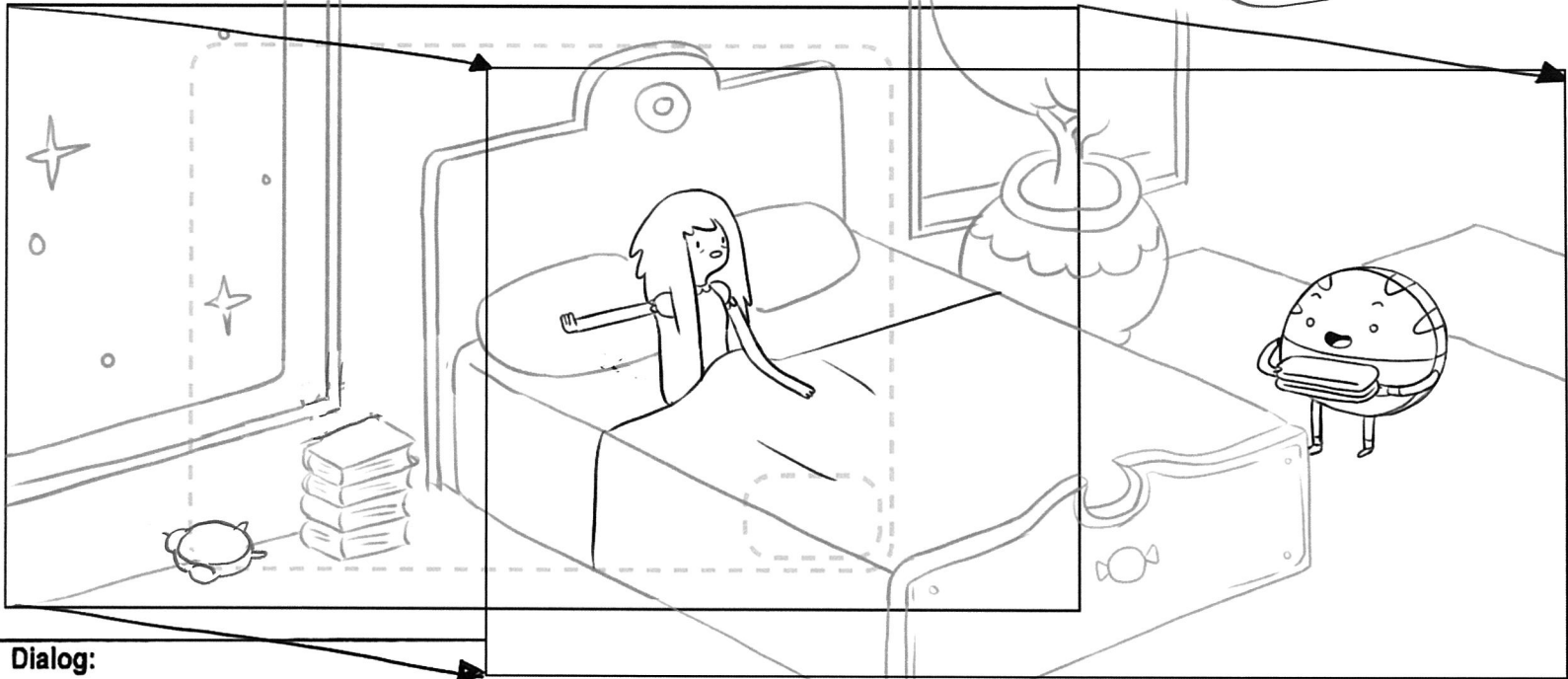
Pnl. D

Bg.

day night

START

STOP



Dialog:

PepB: I'll be globbed!

Action:

- ADJ. RIGHT TO PEP-BUT,

Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME

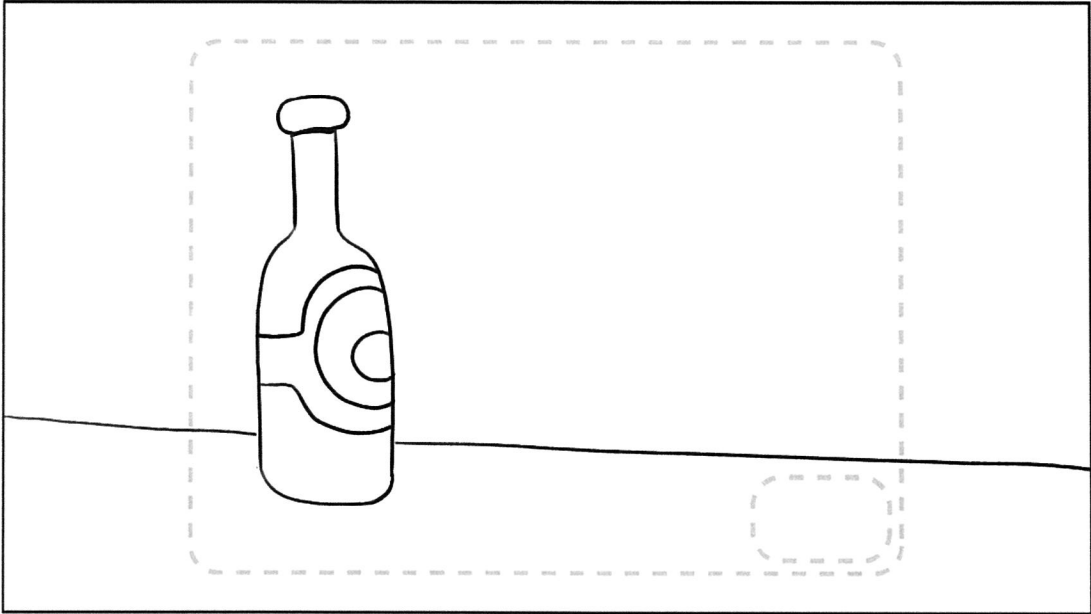


Sc. 46

Pnl. A

Bg.

day night

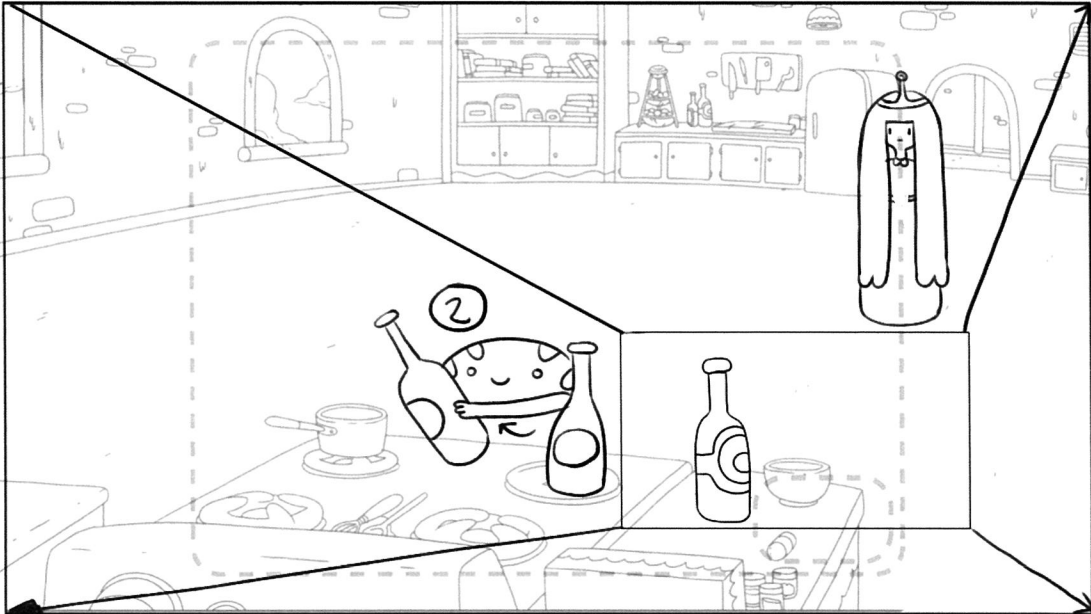


Sc. 46

Pnl. B

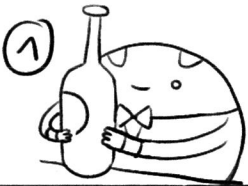
Bg.

day night



Dialog:

(0/5)  
SFX: \* CLINK \*



Action:

- TRUCK OUT TO REVEAL KITCHEN.  
- PEP-BUT SETS UP 3<sup>RD</sup> BOTTLE.

Timing:

1042-250  
EPISODE #  
Production :



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ADVENTURE TIME



Sc. 46

Pnl. C

Bg.

day night

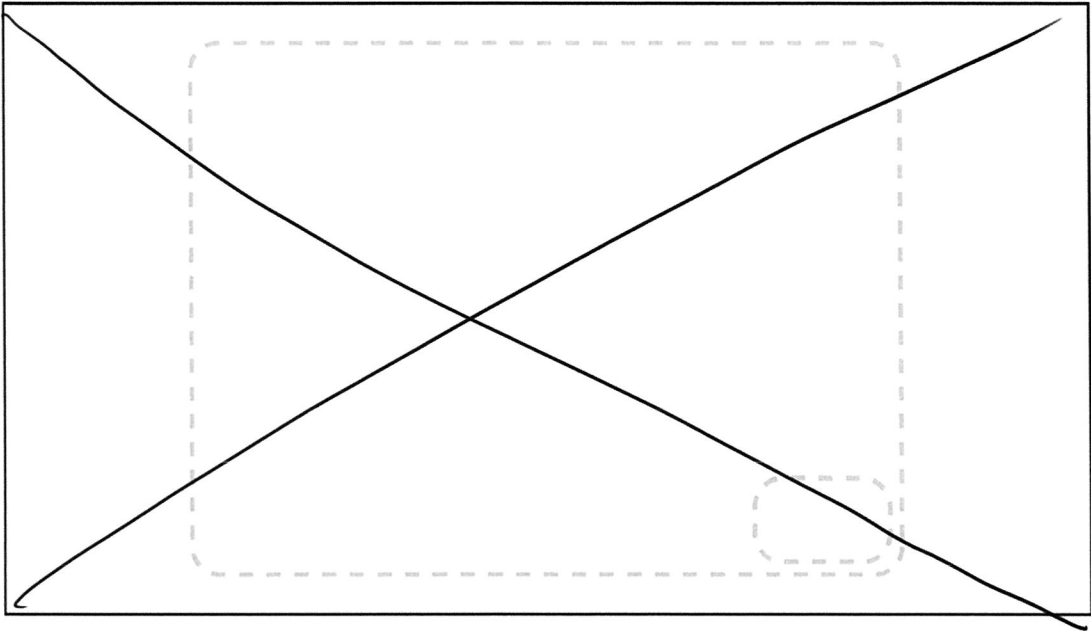


Sc.

Pnl.

Bg.

day night



Dialog: PepB: Ok, now aim and --

Action: -PB STEPS FORWARD.

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



Page 105

Sc. 46

Pnl. 1

Bg.

day night

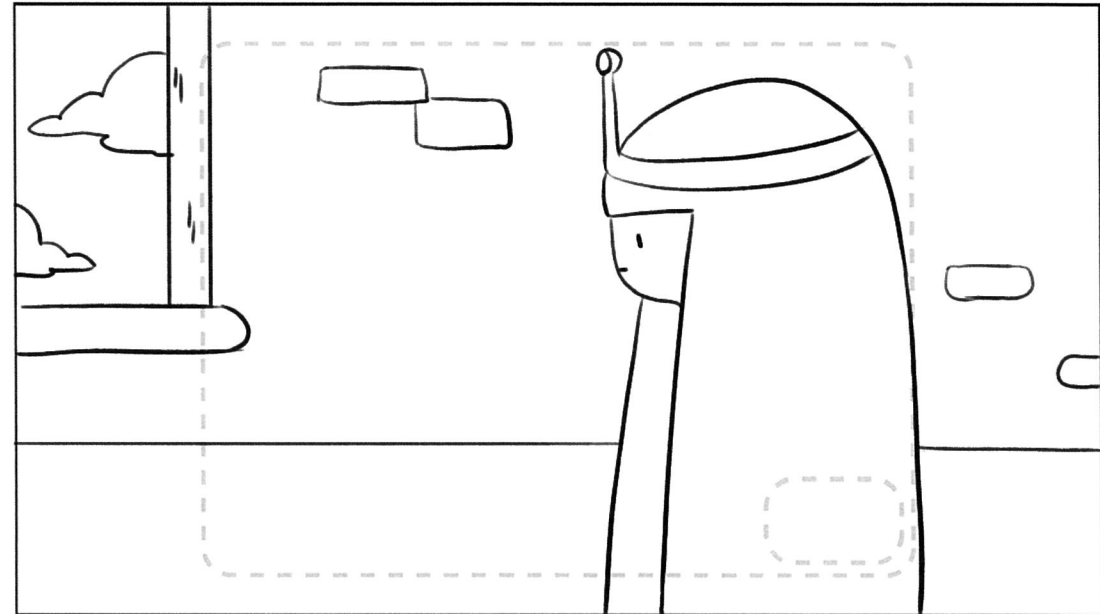


Sc. 47

Pnl. A

Bg.

day night



Dialog:

Pep: Jellybean!

Action:

- PEP. BUT JUMPS TO THE SIDE.

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



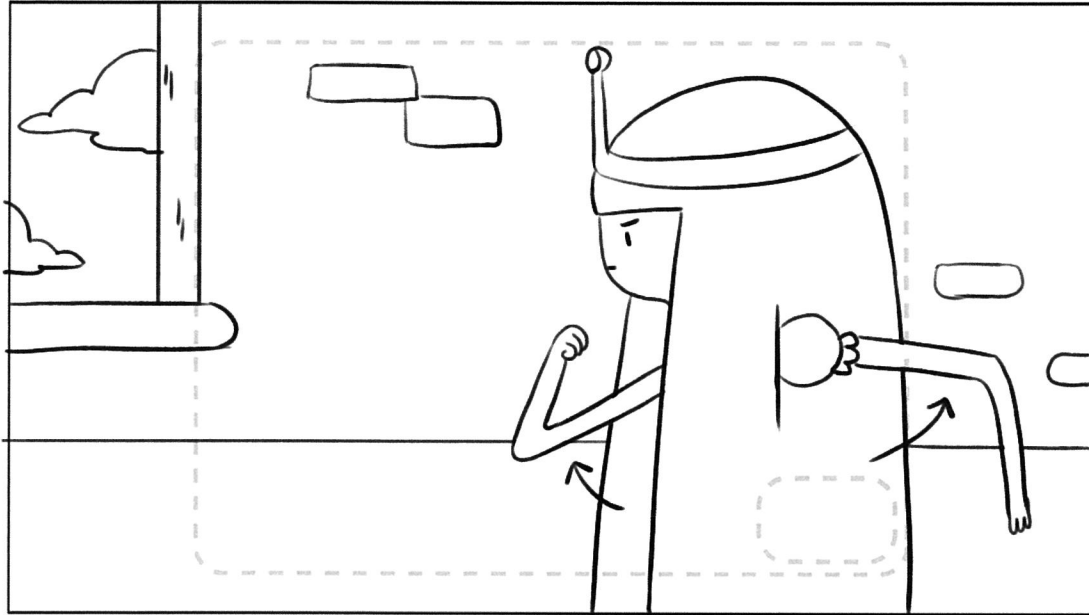
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Sc. 47

Pnl. B

Bg.

day night

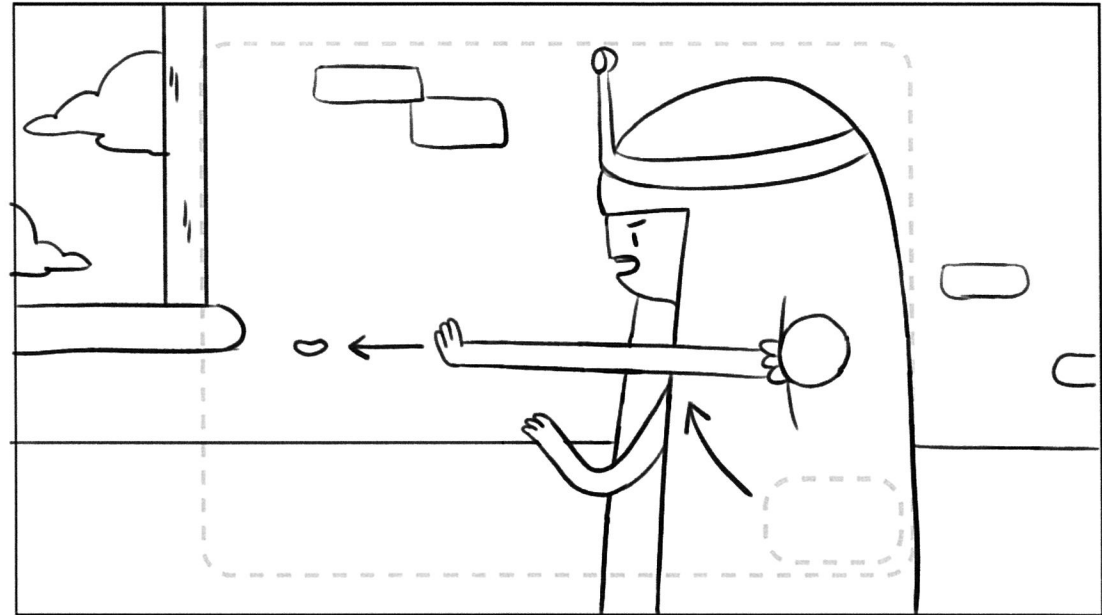


Sc. 47

Pnl. C

Bg.

day night



Dialog:

PB : POW!

Action:

- PB SHOTS JELLYBEAN.

Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME

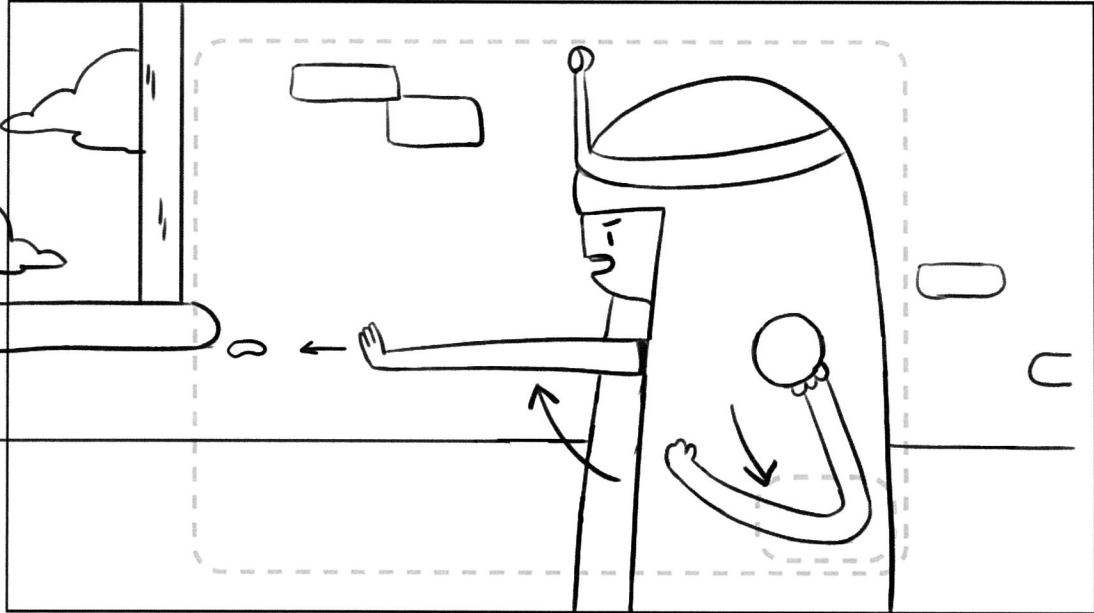


Sc. 47

Pnl. D

Bg.

day night

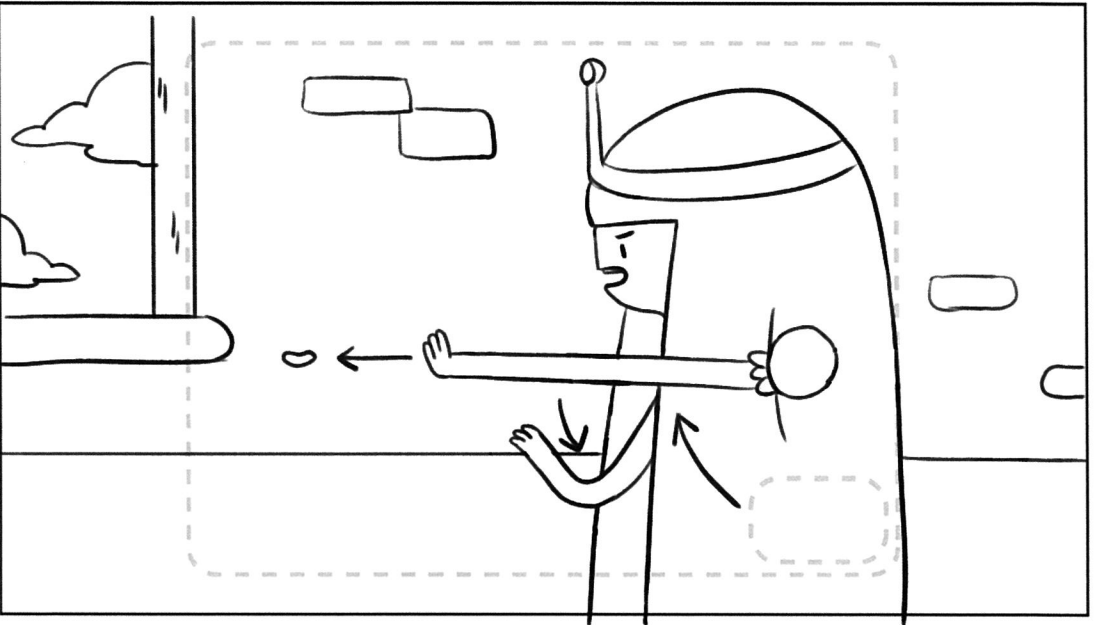


Sc. 47

Pnl. E

Bg.

day night



Dialog:

PepB<sup>(o/s)</sup>: Milk ball!  
PB: POW!

Action:

-PB SHOOTS JELLYBEAN.

Timing:

PepB<sup>(o/s)</sup>: Candy Corn!  
PB: POW!

-PB SHOOTS JELLY BEAN.

EPISODE # 1042-250

Production :

# ADVENTURE TIME



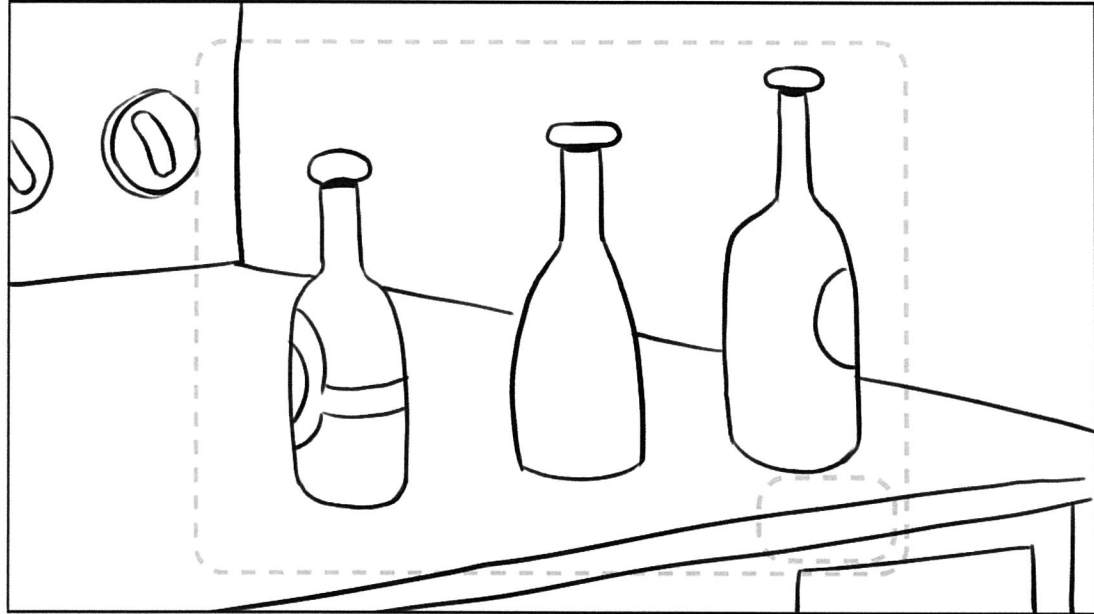
Page 108

Sc. 48

Pnl. A

Bg.

day night

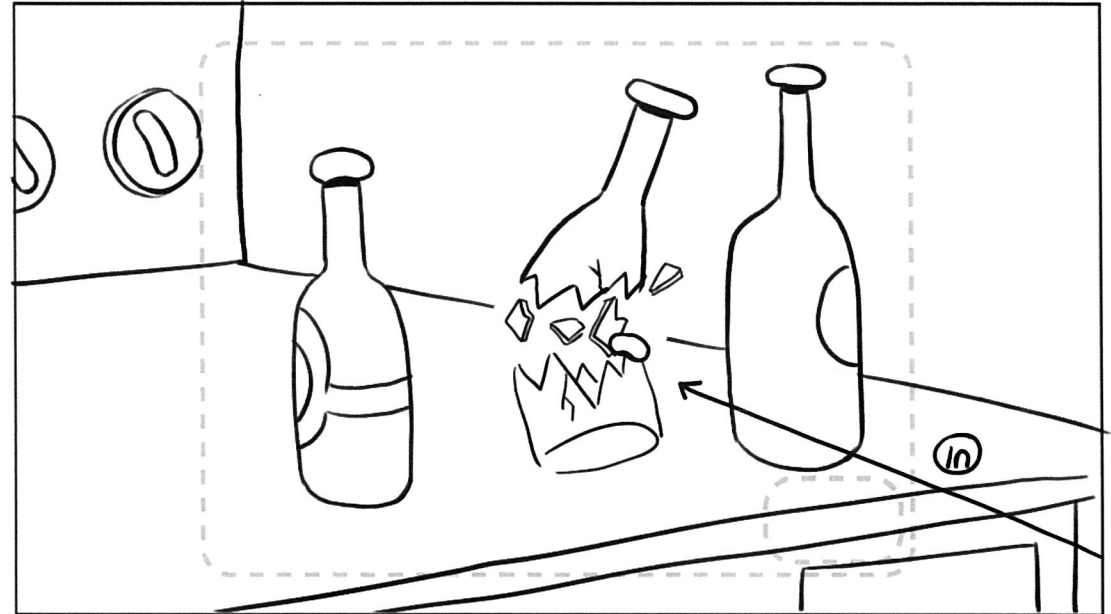


Sc. 48

Pnl. B

Bg.

day night



Dialog:

SFX: \*CRASH\*

Action:

- JBEAN BREAKS BOTTLE.

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



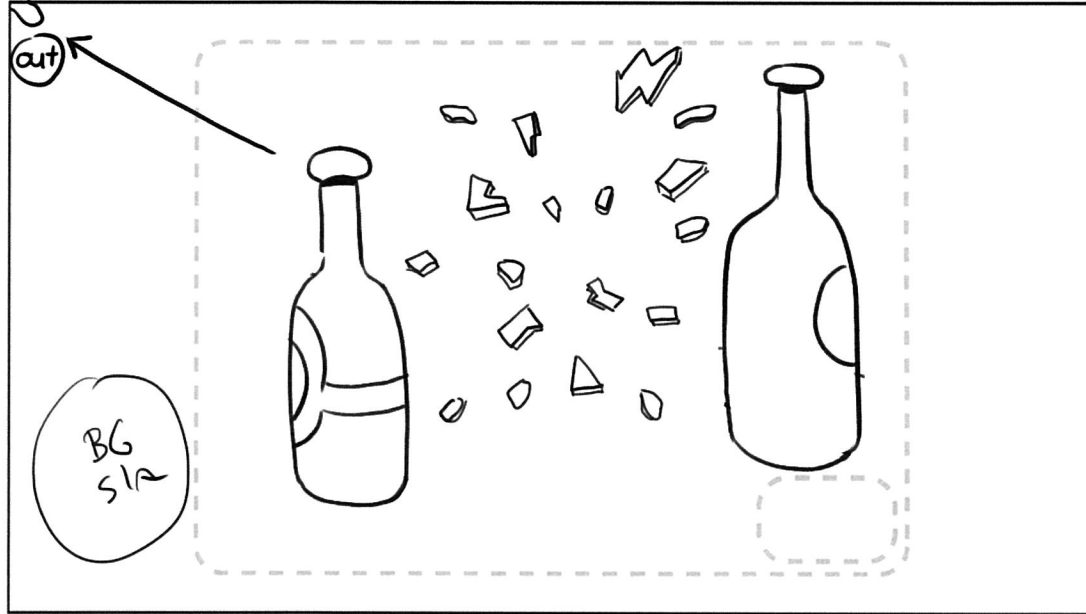
Page 109

Sc. 48

Pnl. C

Bg.

day night

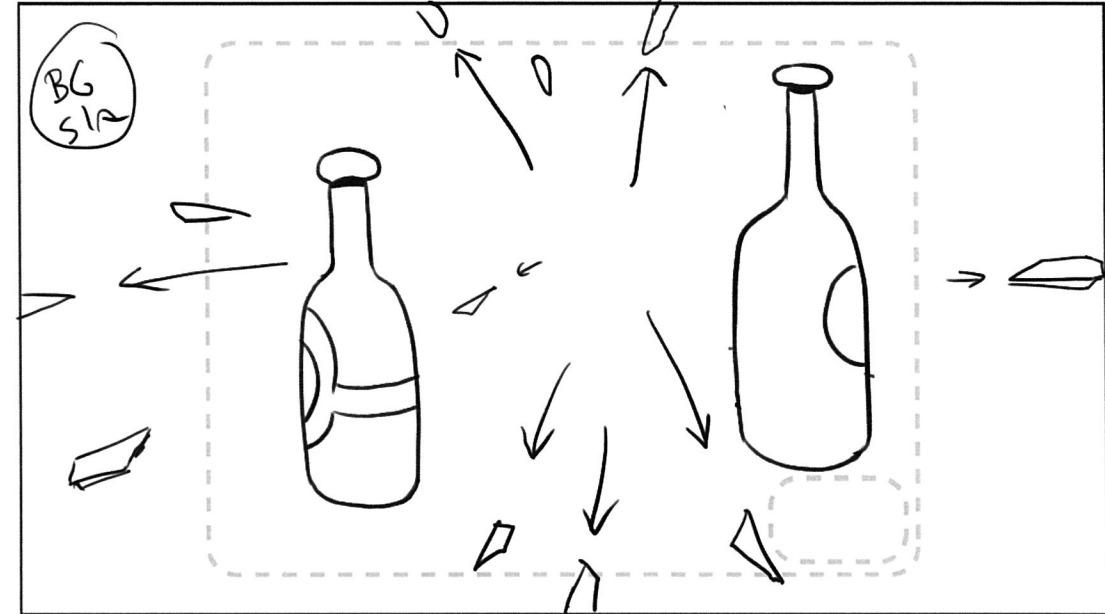


Sc. 48

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME

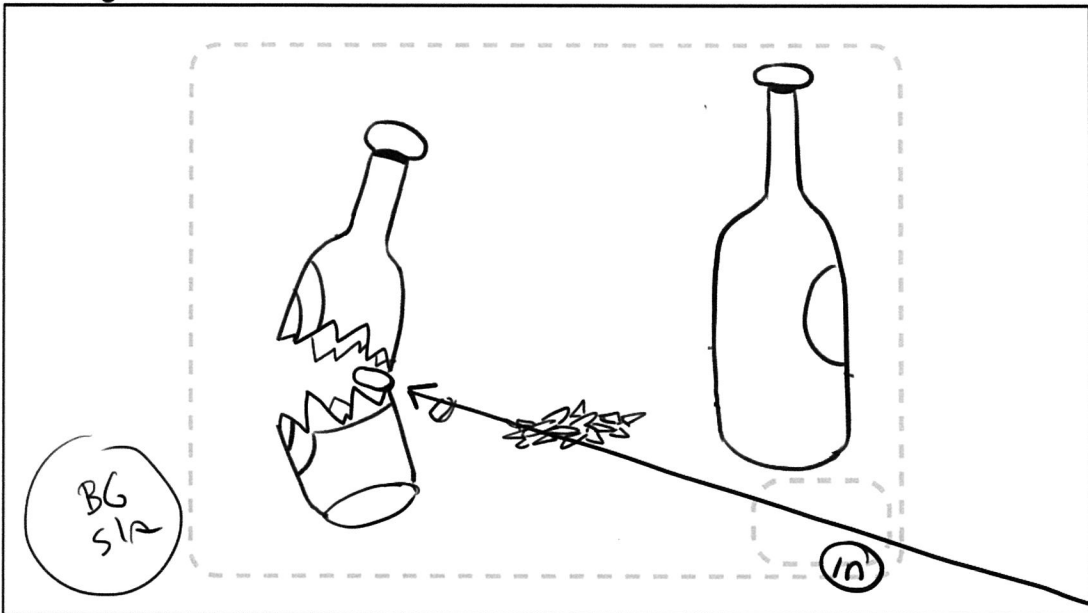


Sc. 48

Pnl. E

Bg.

day night

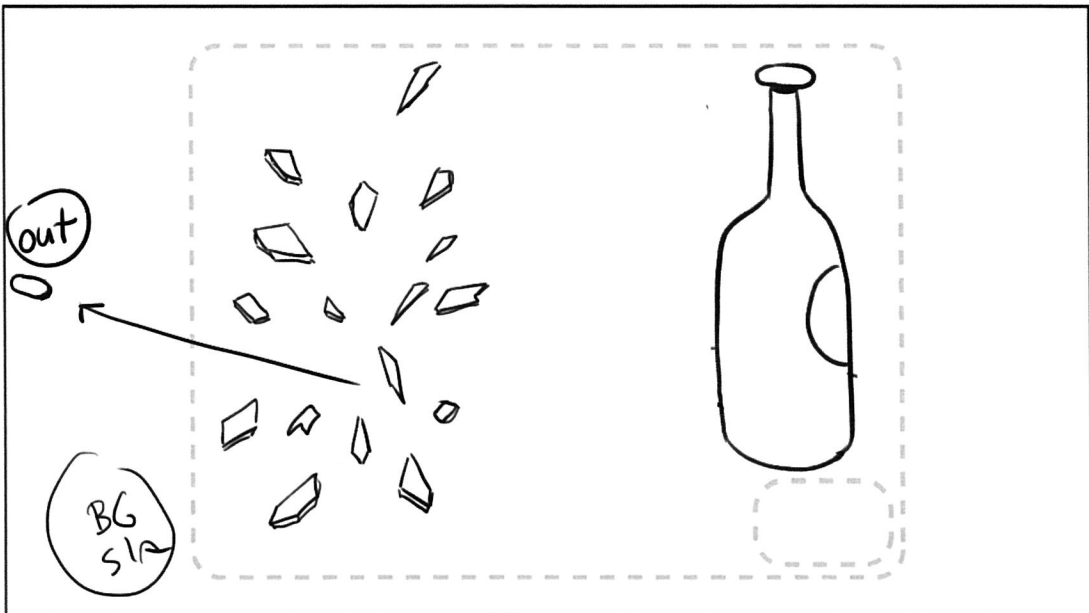


Sc. 48

Pnl. F

Bg.

day night



Dialog:	SFX: *CRASH*
Action:	- J.BEAN BREAKS 2 <sup>ND</sup> BOTTLE.
Timing:	

EPISODE #

Production :

1042-250

# ADVENTURE TIME



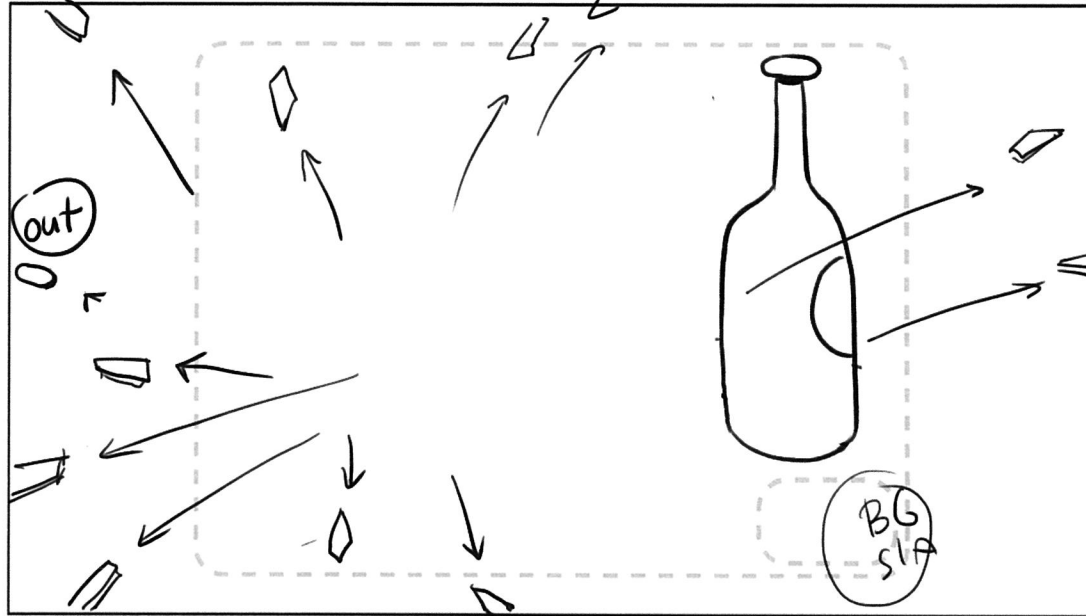
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Sc. 48

Pnl. G

Bg.

day night

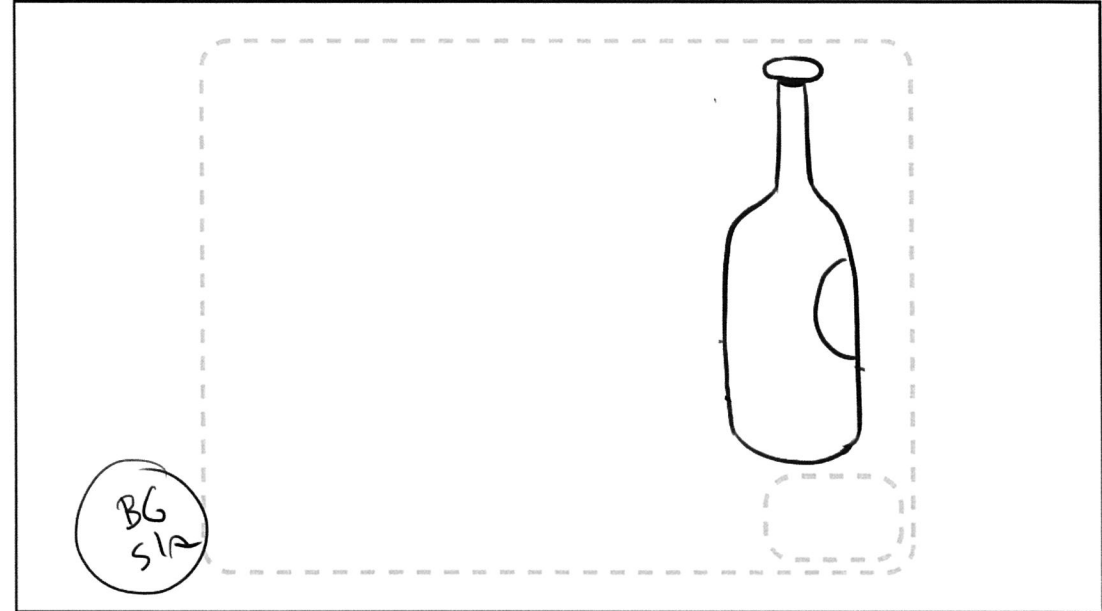


Sc. 48

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

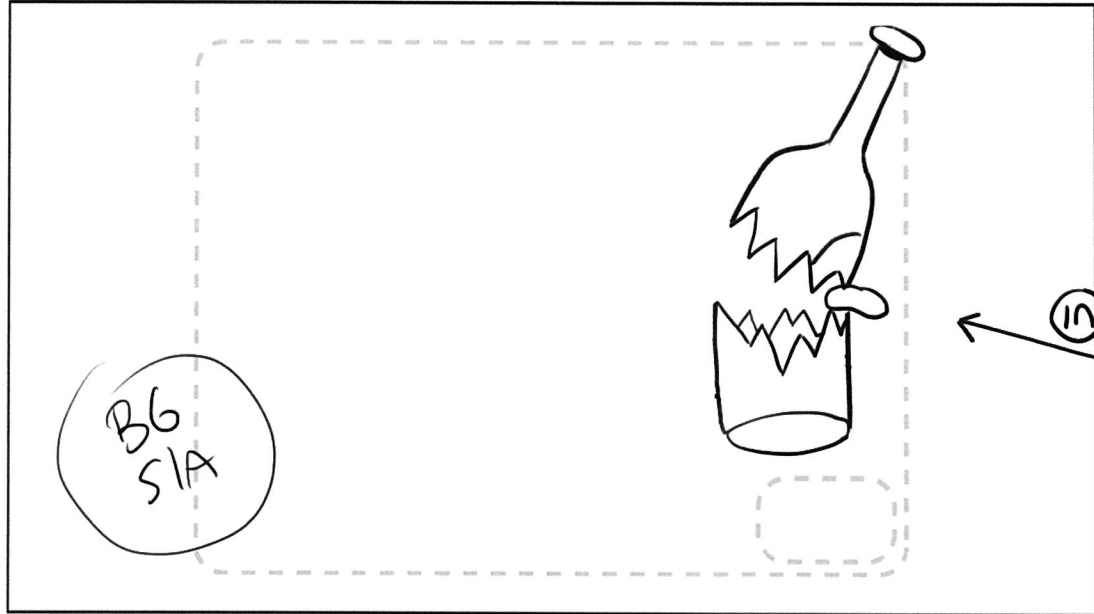
1042-250



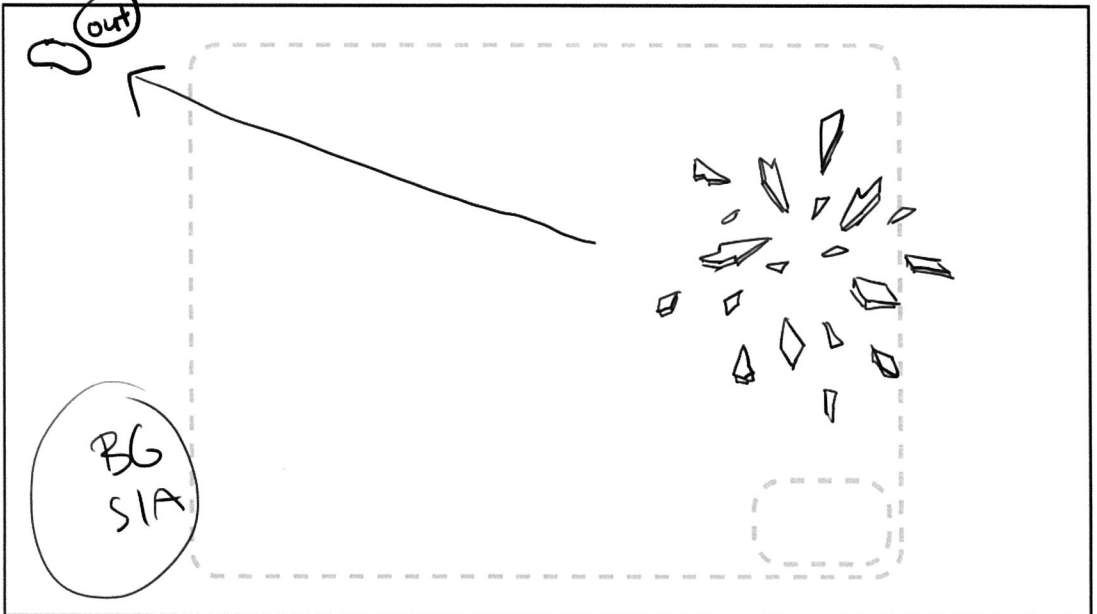
ADVENTURE TIME



Sc. 48 Pnl. | Bg. day night



Sc. 48 Pnl. J Bg. day night



Dialog:	Sfx : *CRASH*
Action:	- J. BEAN SMATTERS 3 <sup>RD</sup> BOTTLE.
Timing:	

1042-250  
EPISODE #  
Production :

# ADVENTURE TIME



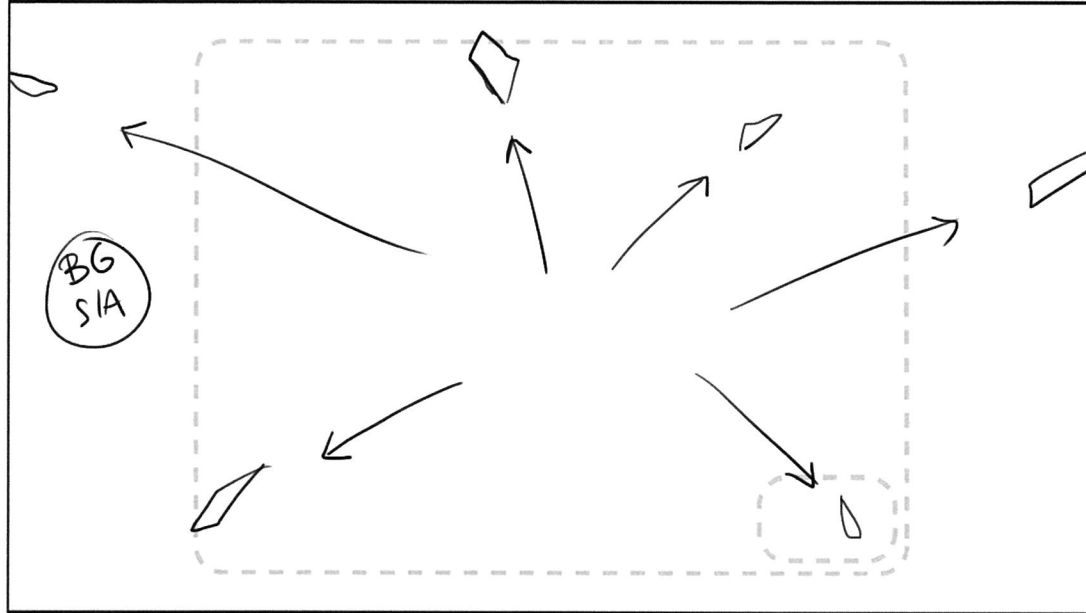
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Sc. 48

Pnl. K

Bg.

day night

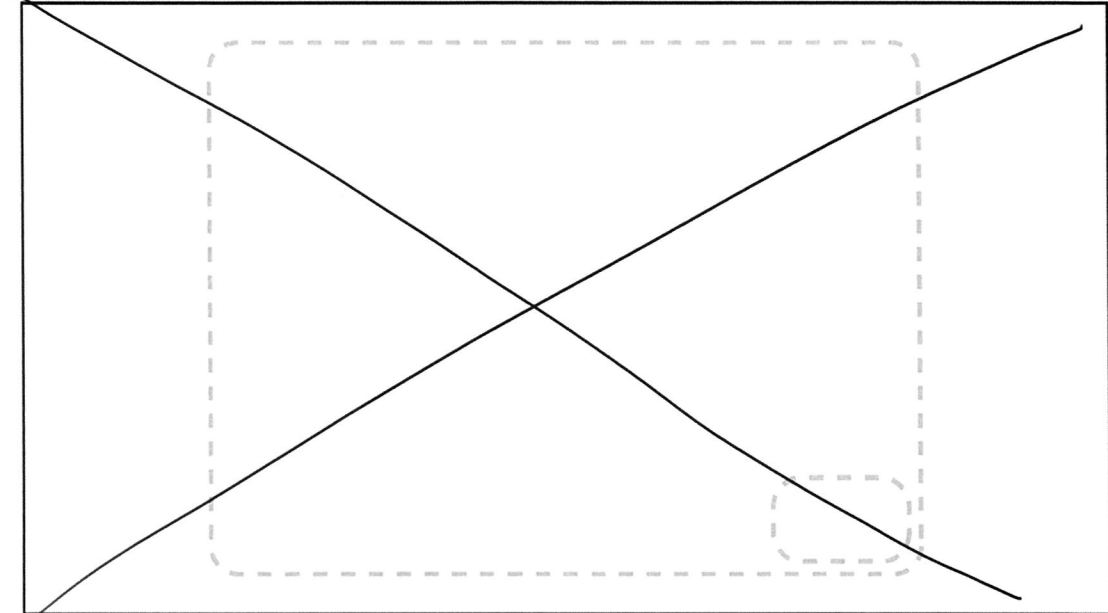


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME

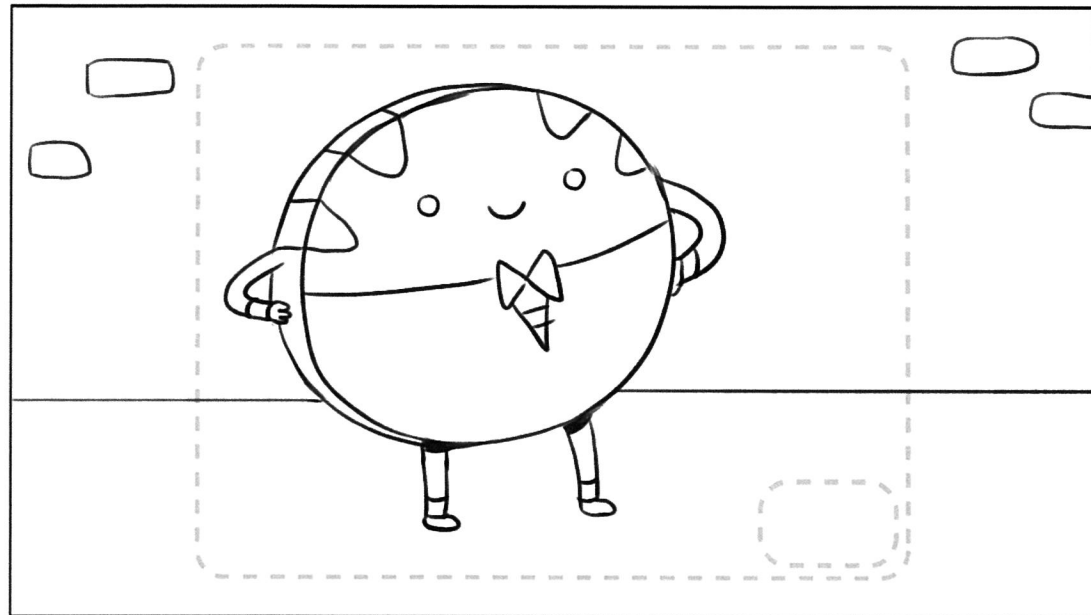


Sc. 49

Pnl. A

Bg.

day night

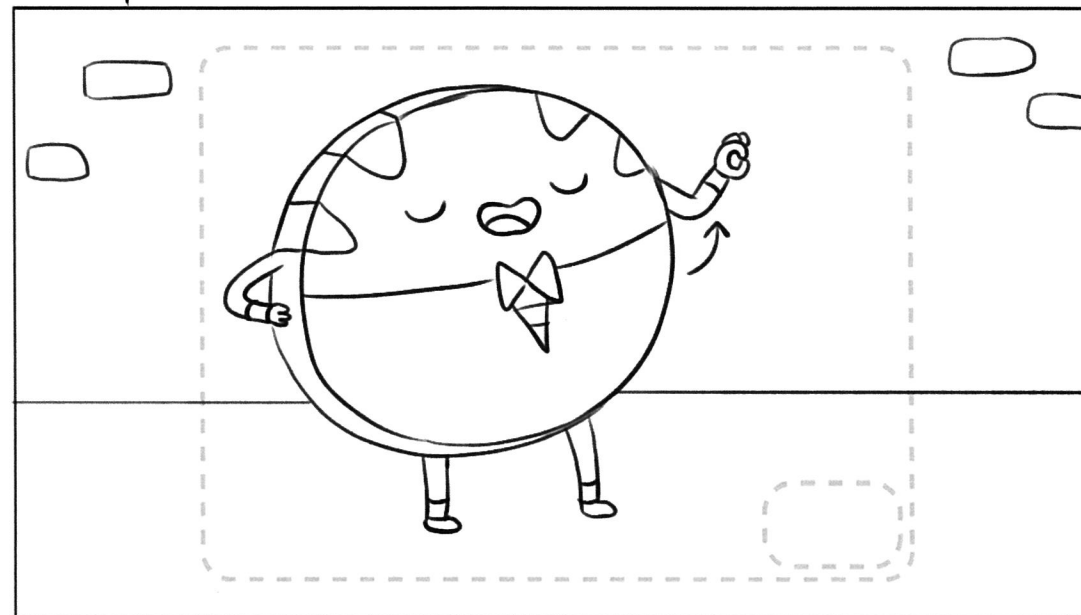


Sc. 49

Pnl. B

Bg.

day night



Dialog:

PepB: Okay, those were all jellybeans  
but still, really good.

Action:

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



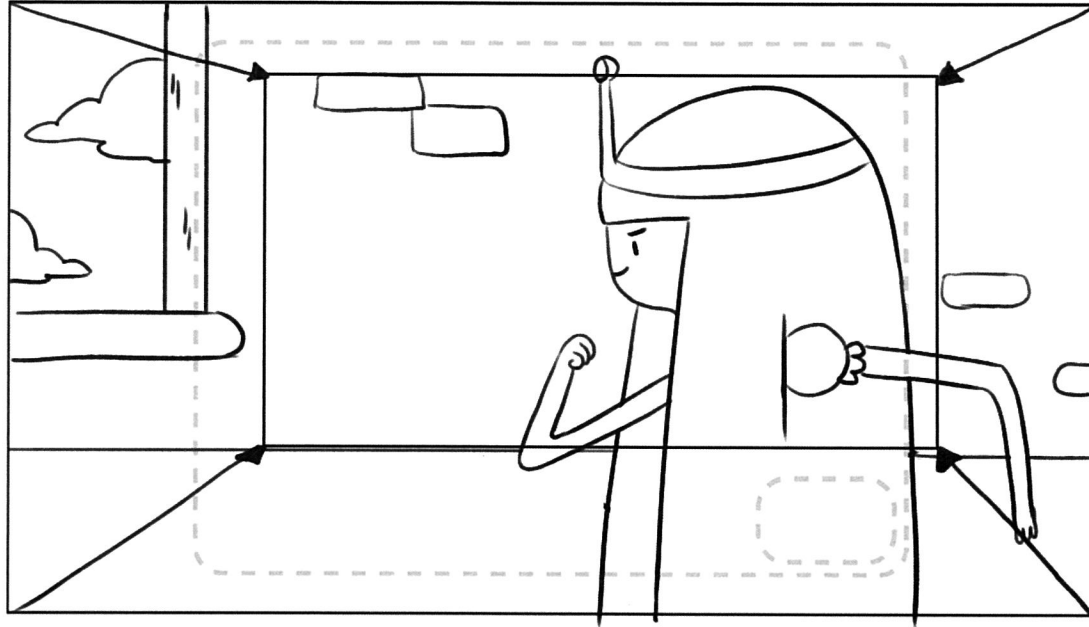
Page 115

Sc. 50

Pnl. A

Bg.

day night

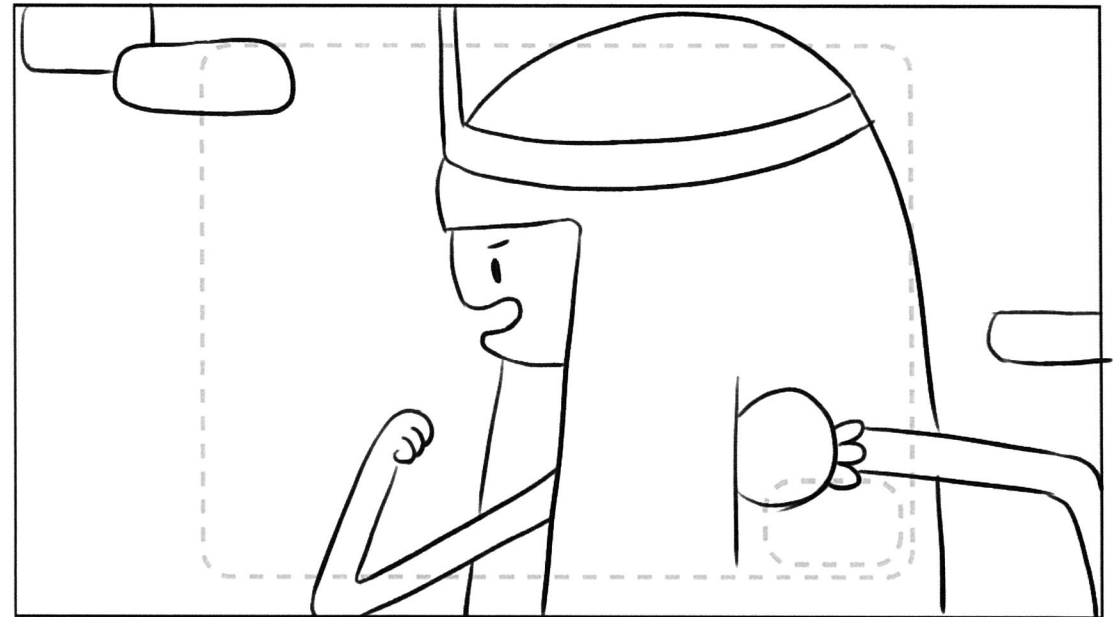


Sc. 50

Pnl. B

Bg.

day night



Dialog:

PB: Call Slime Princess!

Action:

- QUICK TRUCK IN ON PB.

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



Page 116

Sc. 51

Pnl. A

Bg.

day night

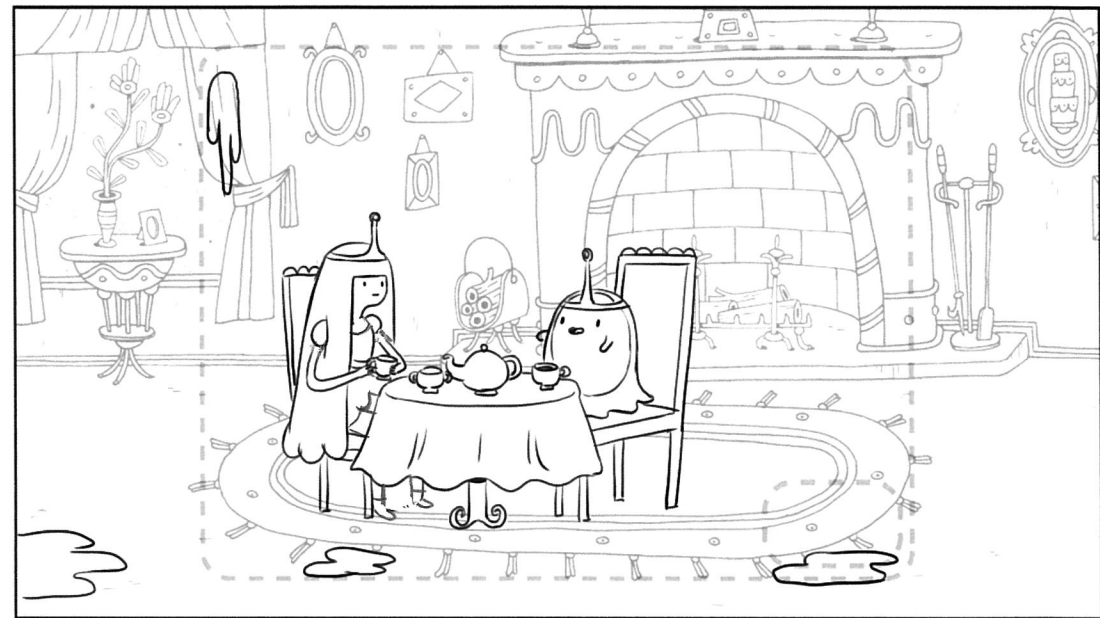


Sc. 52

Pnl. A

Bg.

day night



Dialog:

SFX: \* SPRRT - SPRRT  
SP: <sup>(o/s)</sup> HA HA HA!

SP: ... and everyone was cheering so much  
 for me ...

Action:

Timing:

EPISODE # 1042-250

Production :

# ADVENTURE TIME



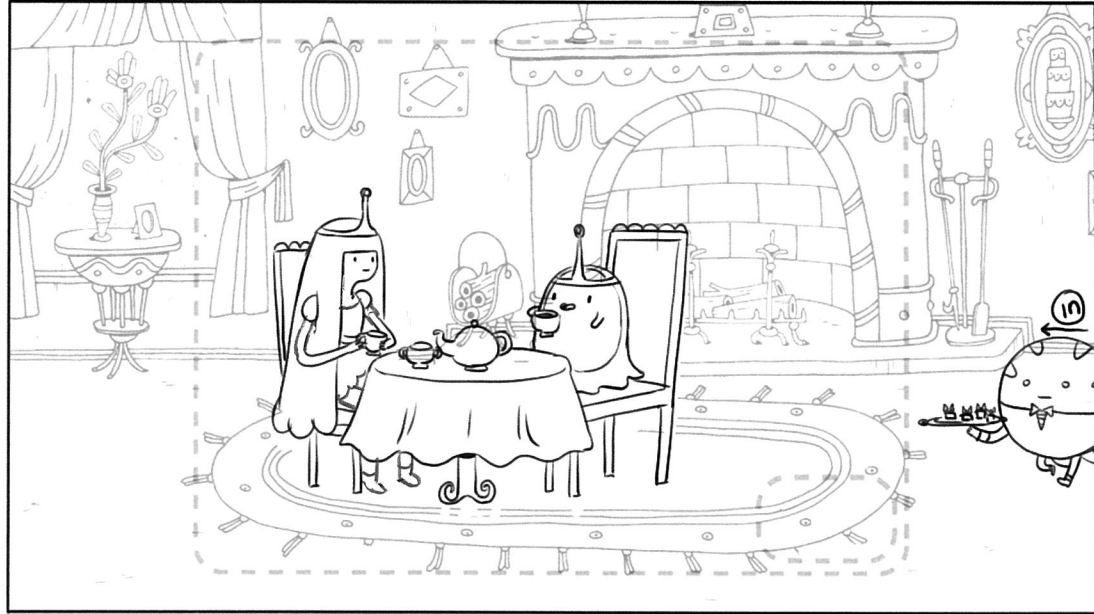
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Sc. 52

Pnl. B

Bg.

day night

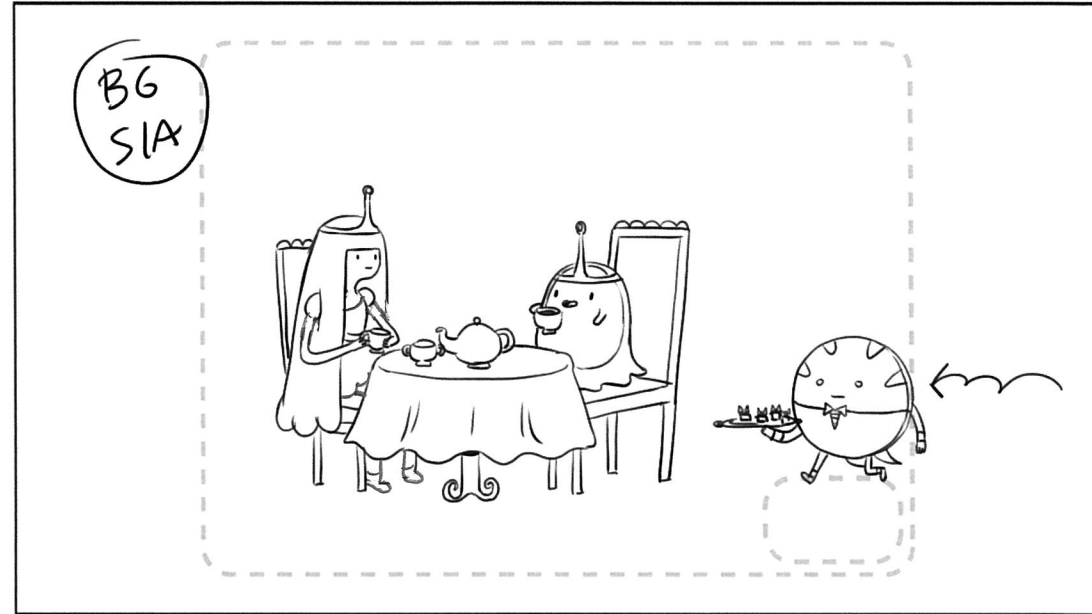


Sc. 52

Pnl. C

Bg.

day night



Dialog:

SP: I was like, 'applaud quieter' --

Action:

- PEP BUT WALKS ON/S CARRYING TRAY.

Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME

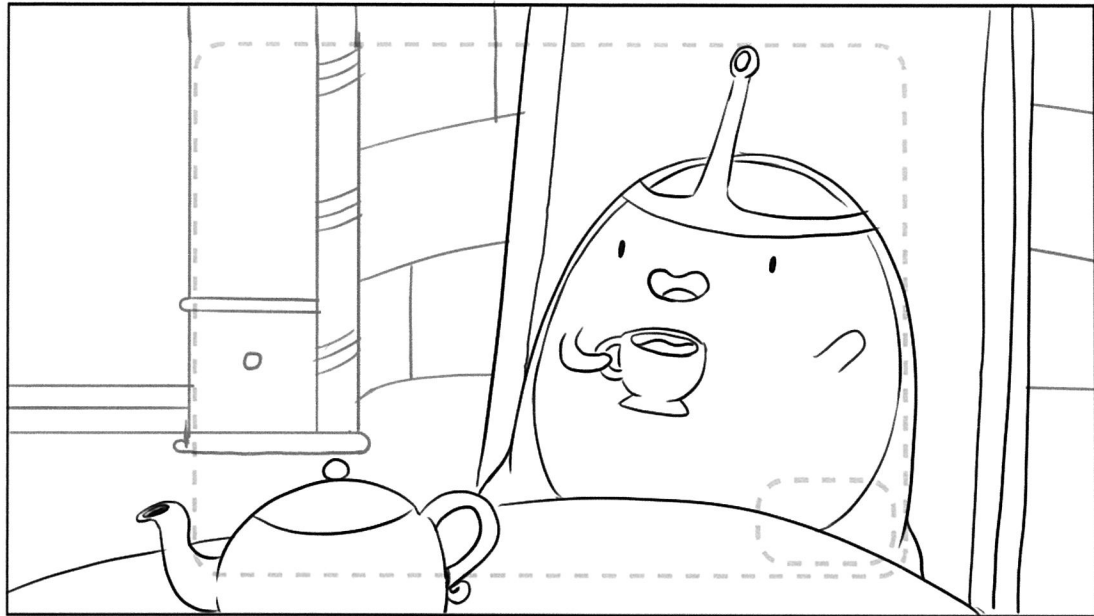


Sc. 53

Pnl. A

Bg.

day night

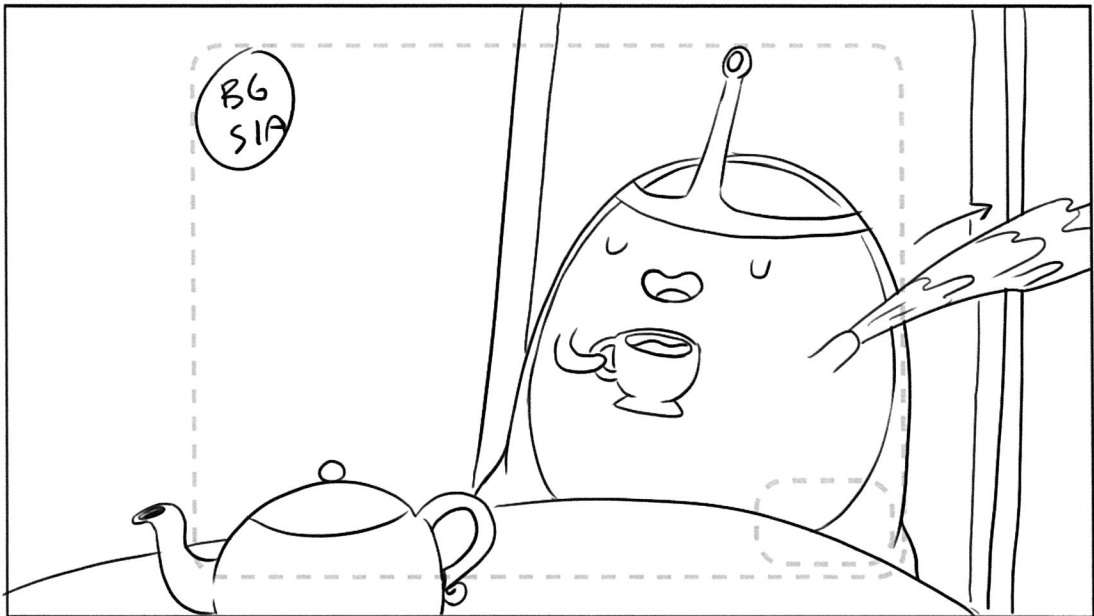


Sc. 53

Pnl. B

Bg.

day night



Dialog:

SP: HEH HEH HEH...

SP: You kno'?

Action:

-SP SHOTS SLIME OFF/S.

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



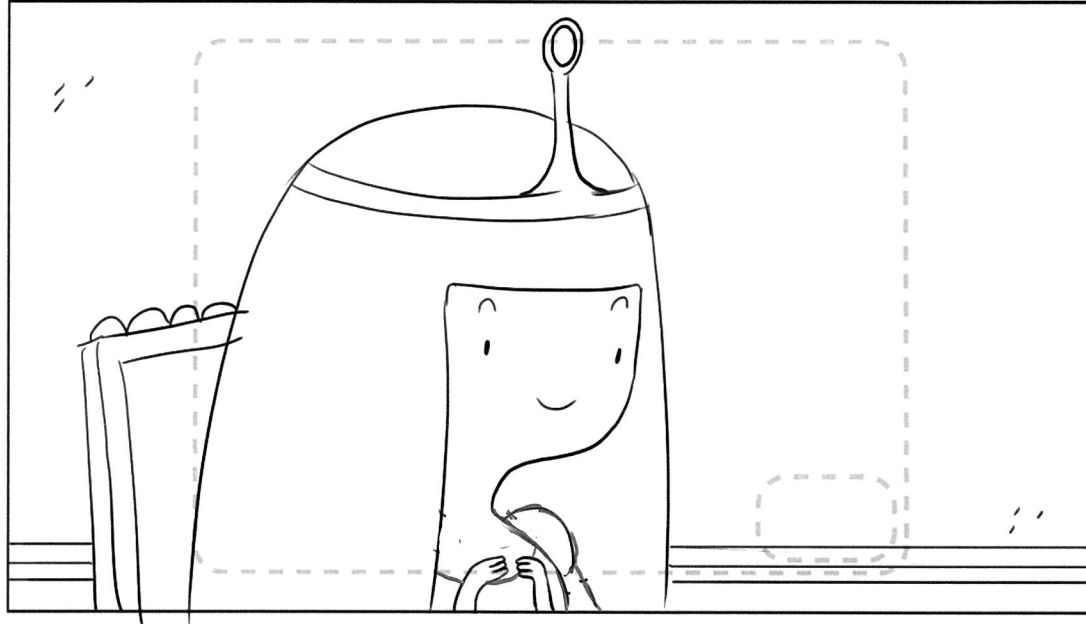
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Sc. 54

Pnl. A

Bg.

day night

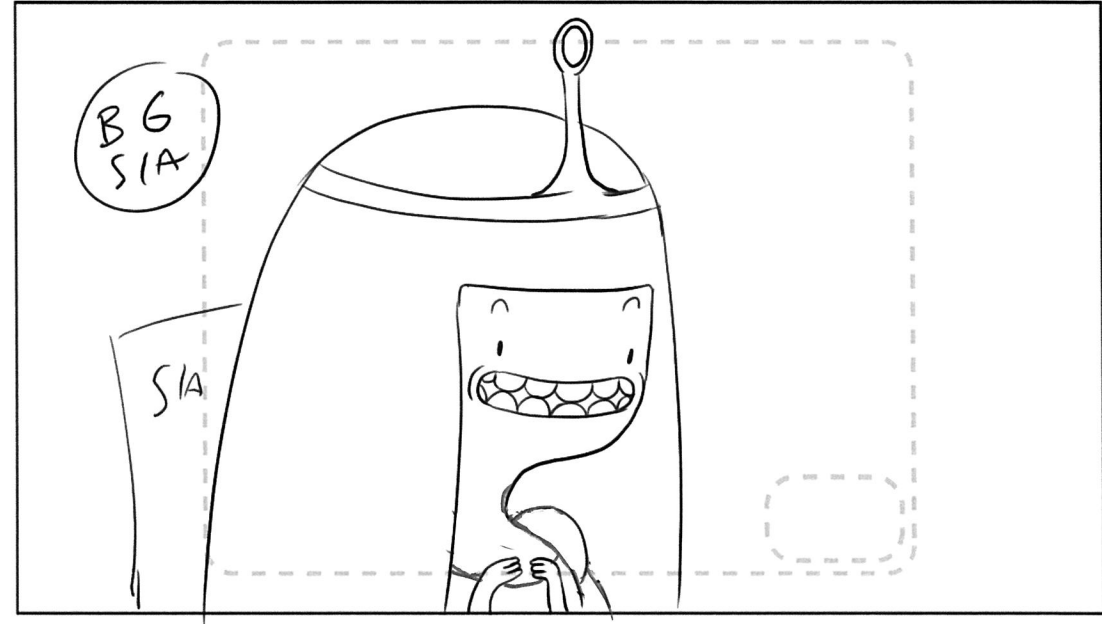


Sc. 54

Pnl. B

Bg.

day night



Dialog:

PB: That's nice... how about some sugar  
for your tea?

Action:

Timing:

EPISODE #

Production :



# ADVENTURE TIME



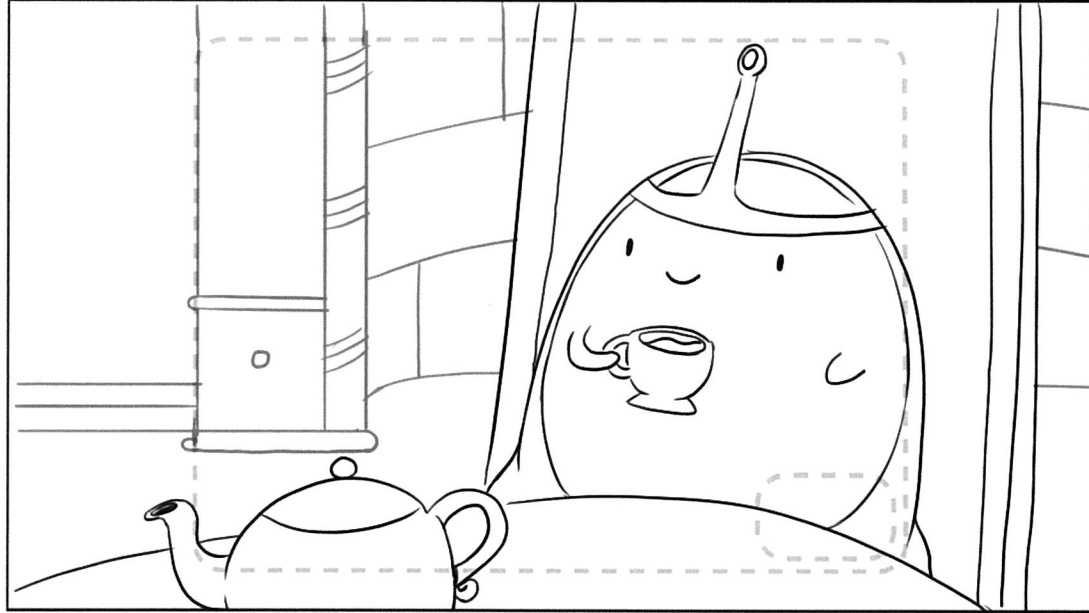
Page 120

Sc. 55

Pnl. A

Bg.

day night

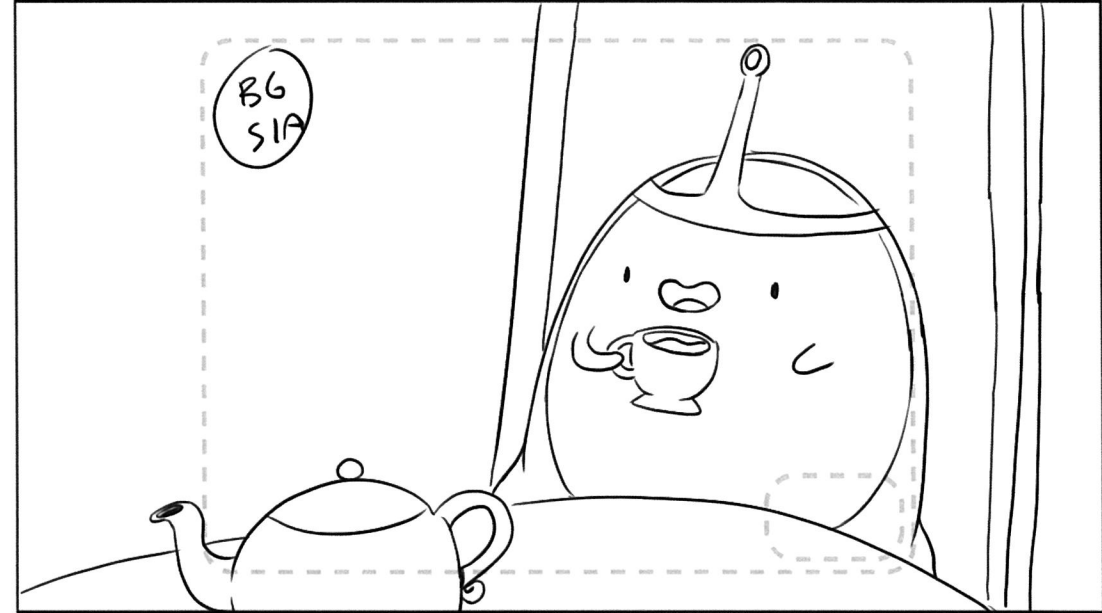


Sc. 55

Pnl. B

Bg.

day night



Dialog:

SP : Uh yeah, sure!

Action:

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



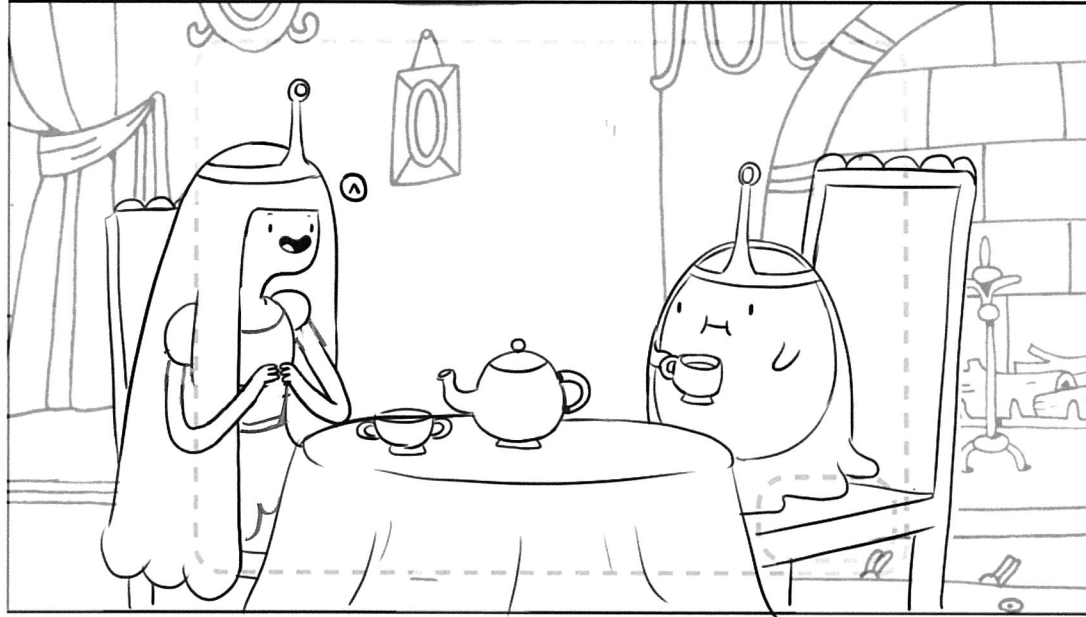
Page 121

Sc. 56

Pnl. A

Bg.

day night

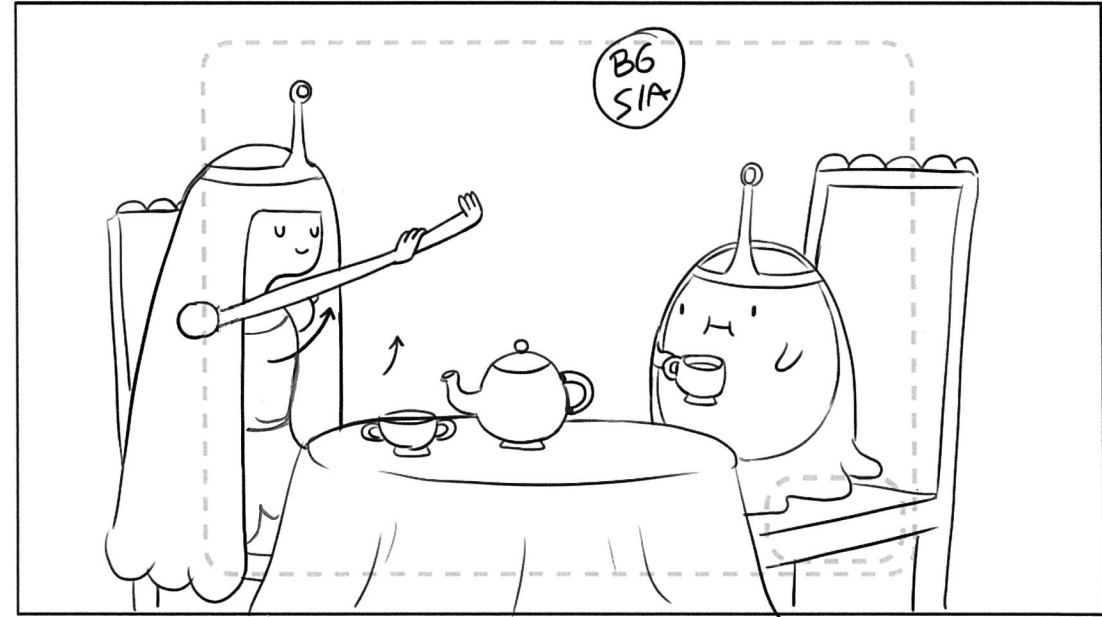


Sc. 56

Pnl. B

Bg.

day night



Dialog: PB : ALLOW ME !

Action:

Timing:



1042-250

EPISODE #

Production :

# ADVENTURE TIME



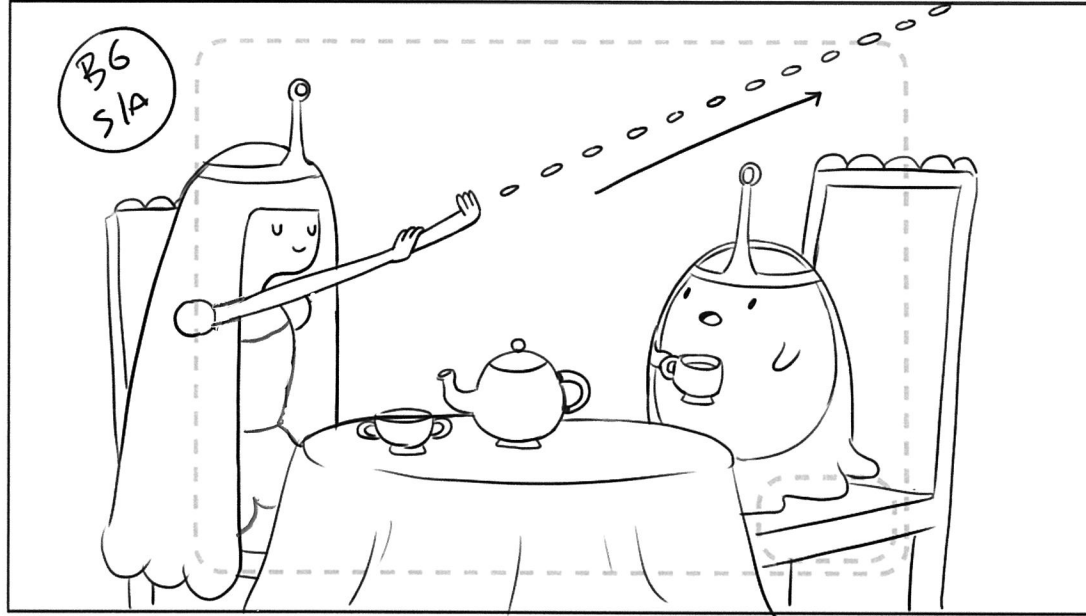
Page 122

Sc. 56

Pnl. C

Bg.

day night

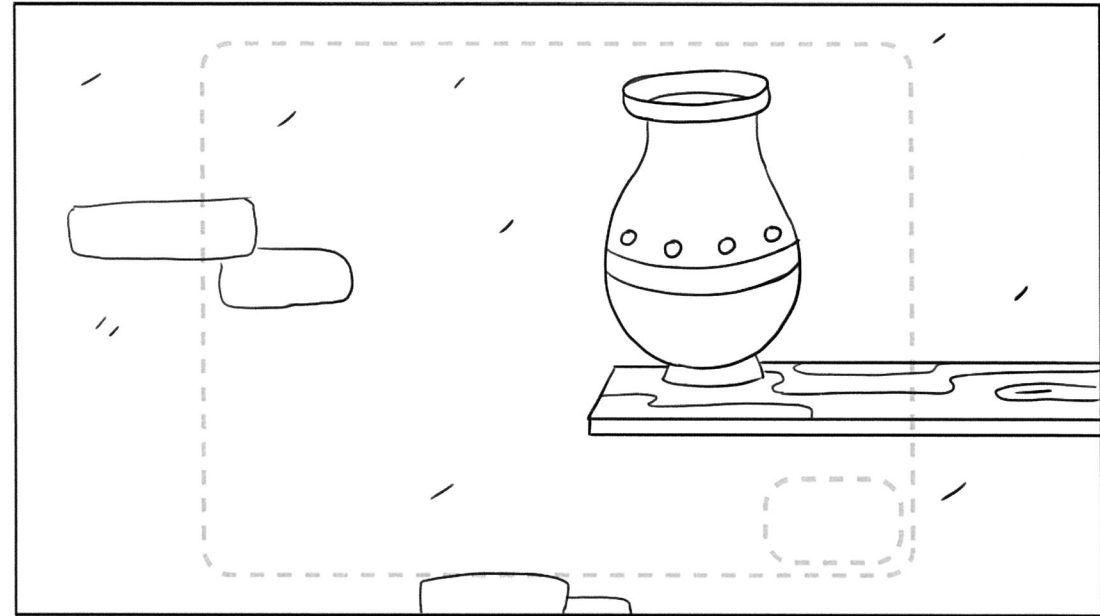


Sc. 57

Pnl. A

Bg.

day night



Dialog:

SFX: \*PLBBBT\*

Action:

- PB SHOTS A STEADY STREAM OF JELLYBEANS FROM LEFT PALM.

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



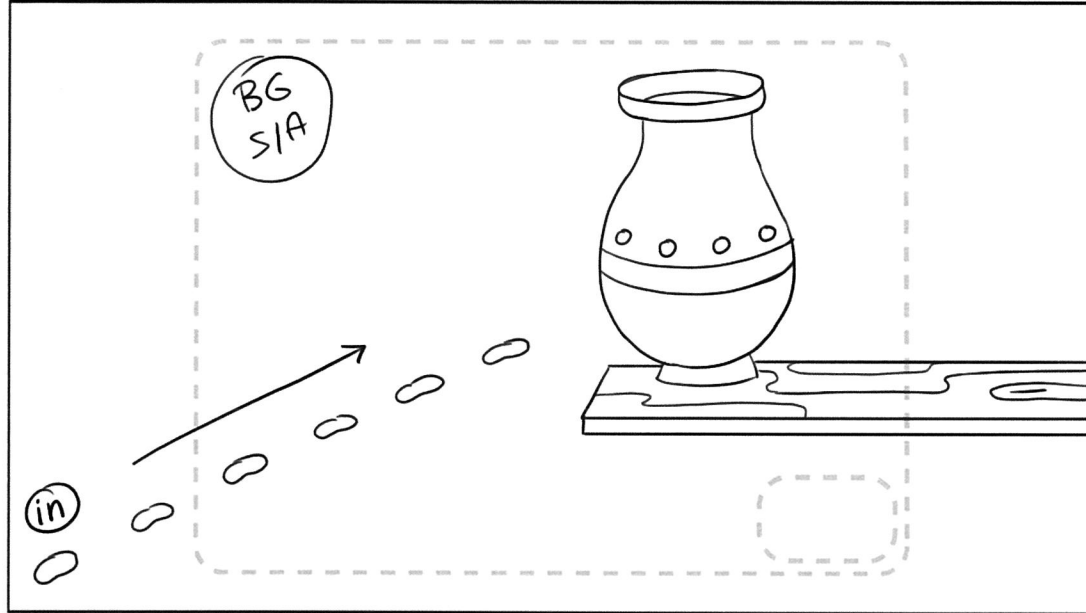
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Sc. 57

Pnl. B

Bg.

day night

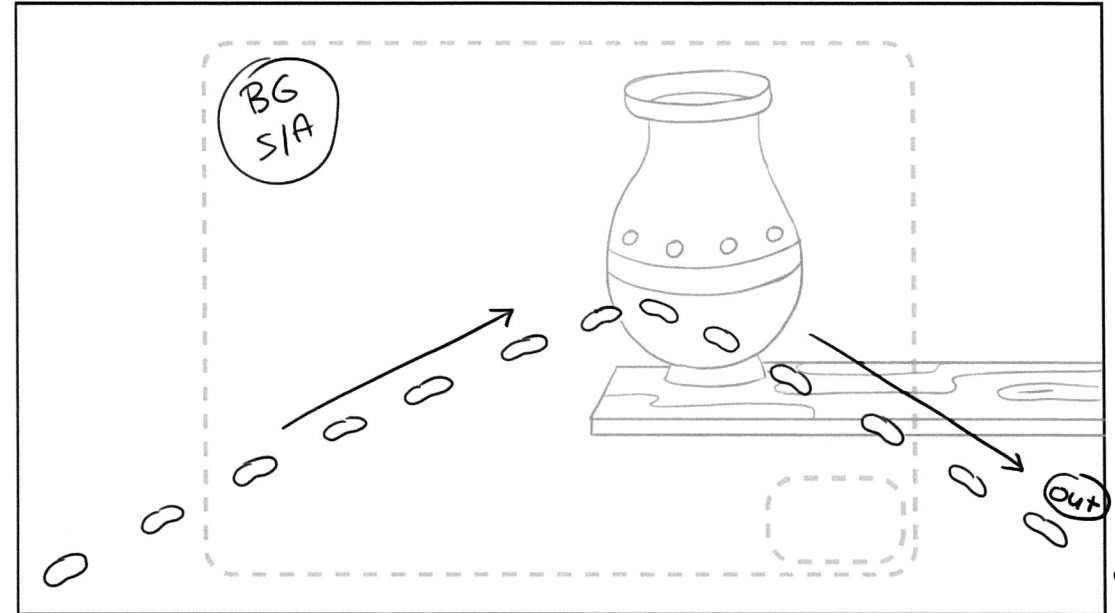


Sc. 57

Pnl. C

Bg.

day night



Dialog:

Action:

- J. BEANS RICOCHET OFF OF VASE.

Timing:

EPISODE #

1042-250

Production :

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ADVENTURE TIME

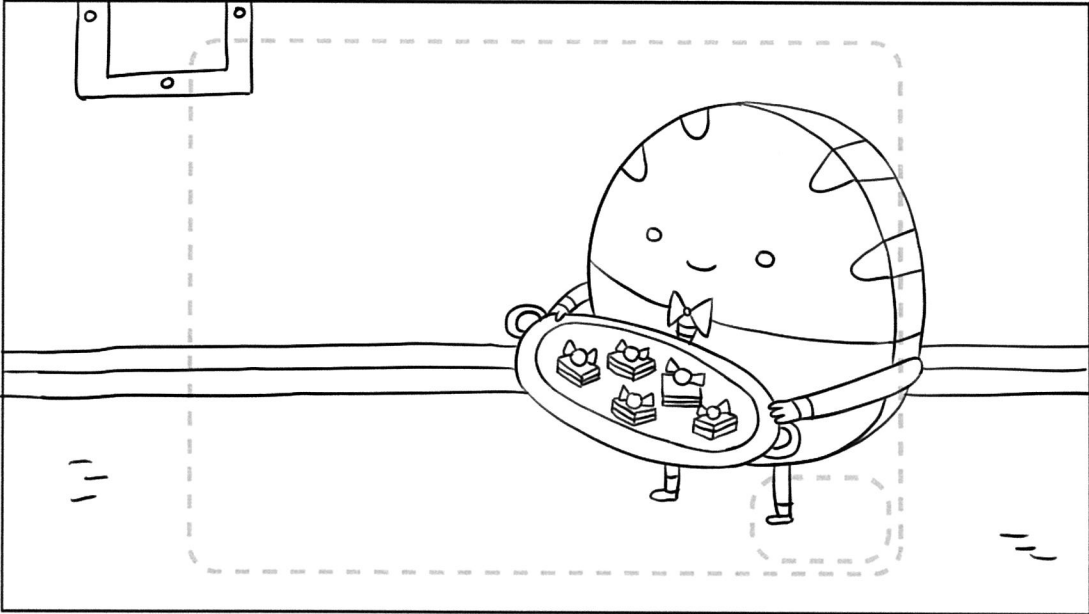


Sc. 58

Pnl. A

Bg.

day night

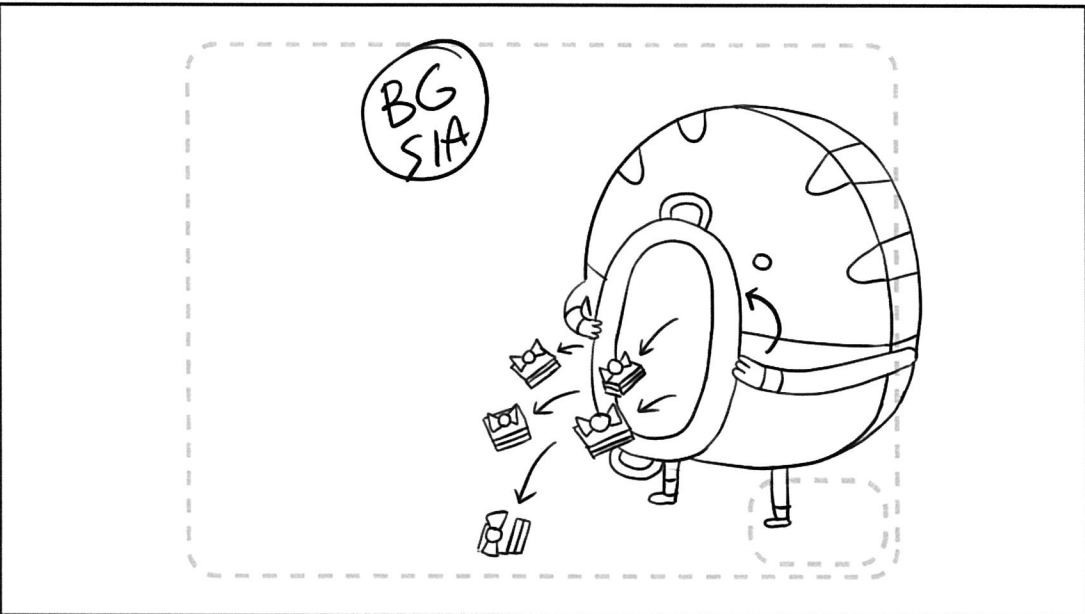


Sc. 58

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

- PEP BUT FLIPS UP TRAY.

1042-250  
EPISODE #  
Production :

# ADVENTURE TIME



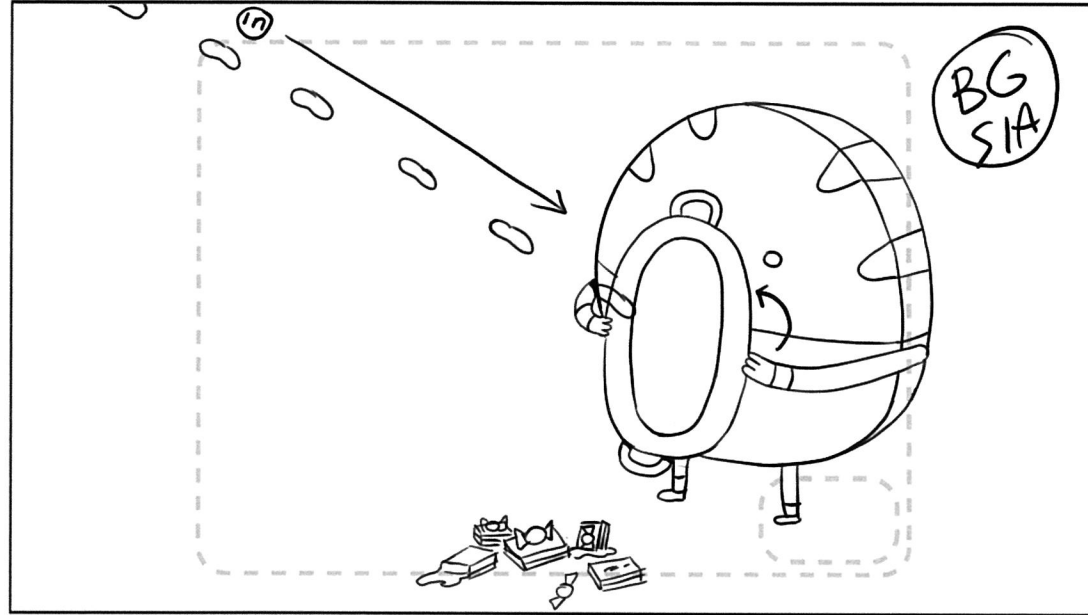
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Sc. 58

Pnl. C

Bg.

day night

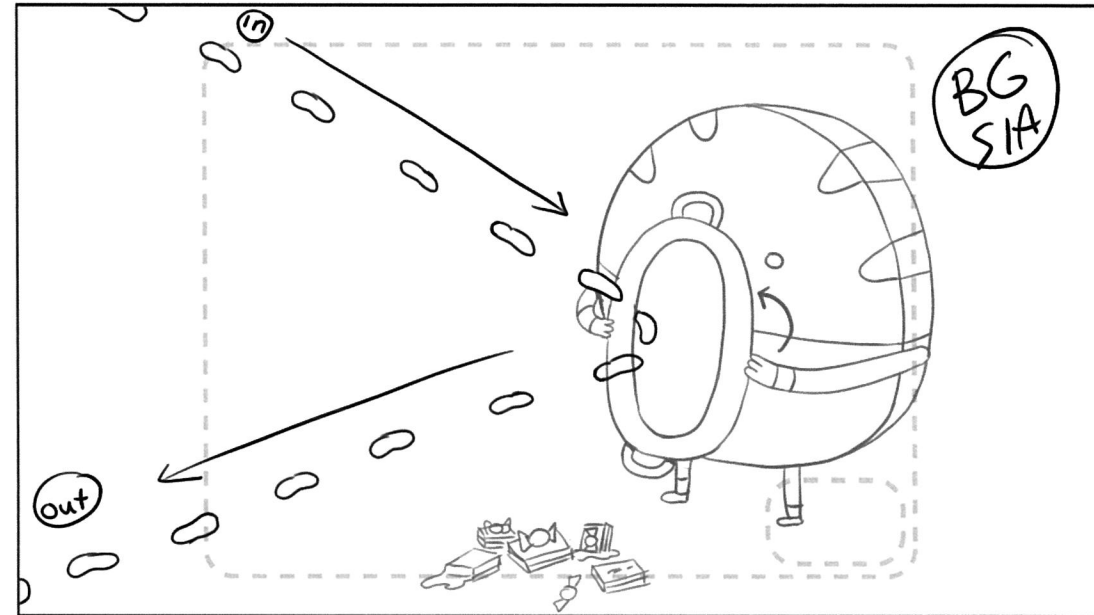


Sc. 58

Pnl. D

Bg.

day night



Dialog:

Action:

-HORS D'OEUVRES FALL TO GROUND.

-J. BEANS RICOCHET OFF OF TRAY.

Timing:

EPISODE #

1042-250

Production :

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ADVENTURE TIME

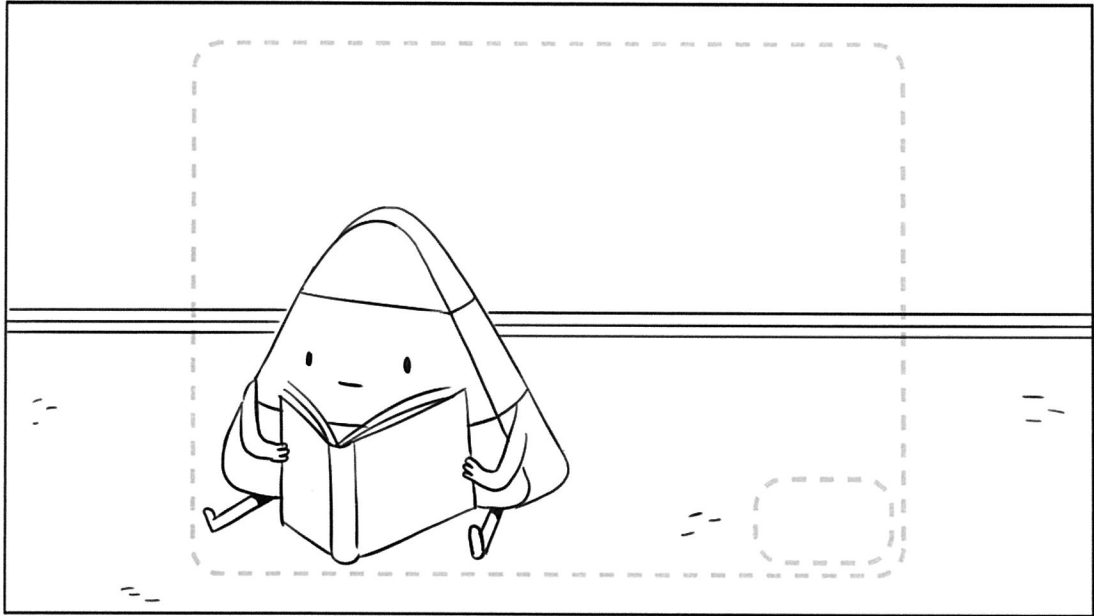


Sc. 59

Pnl. A

Bg.

day night

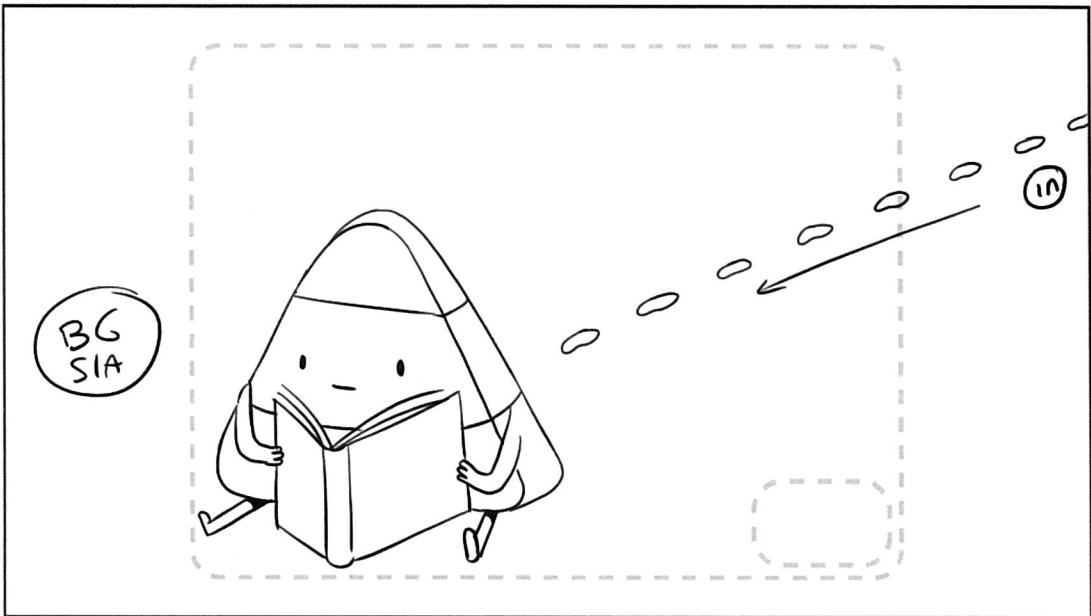


Sc. 59

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1142-250

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ADVENTURE TIME

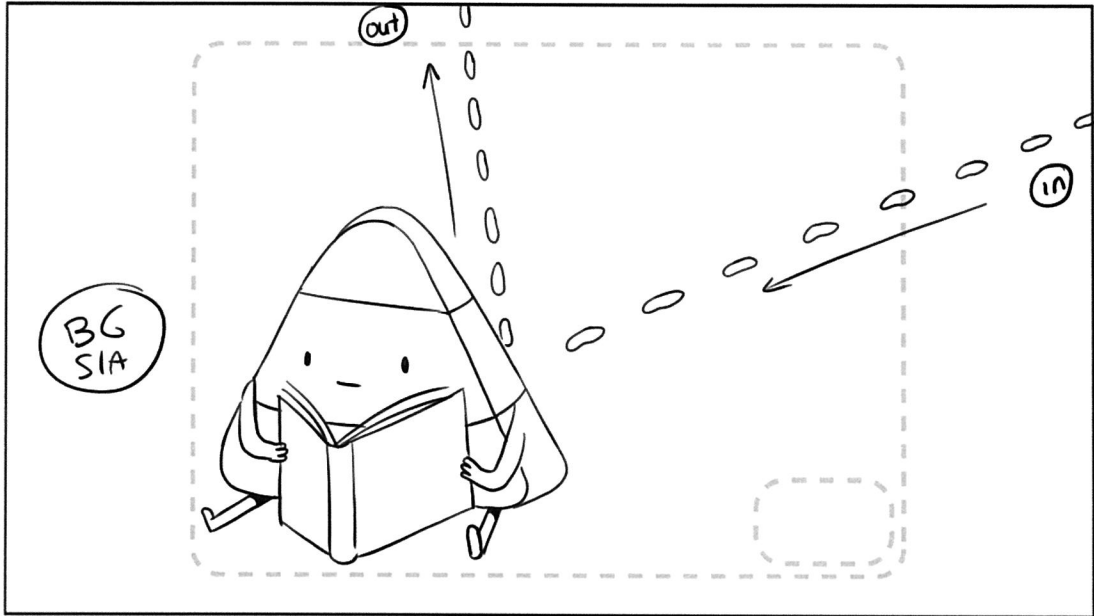


Sc. 59

Pnl. C

Bg.

day night

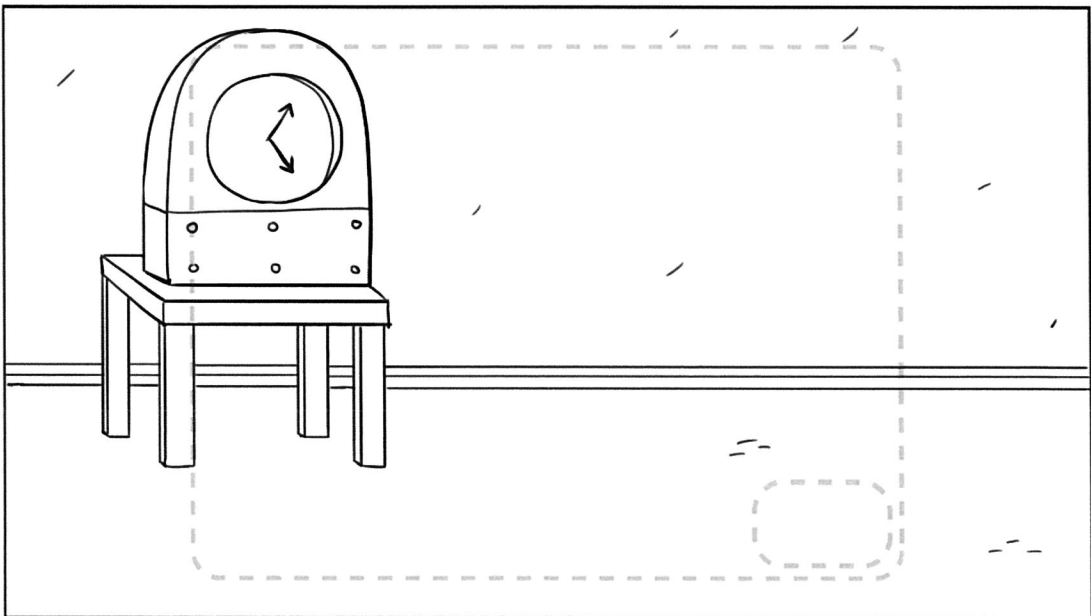


Sc. 60

Pnl. A

Bg.

day night



Dialog:

Action:

-JELLYBEANS RICOCHET OFF OF  
TRIANGULAR CANDY PERSON.

Timing:

EPISODE # 1042-250

Production :



# ADVENTURE TIME



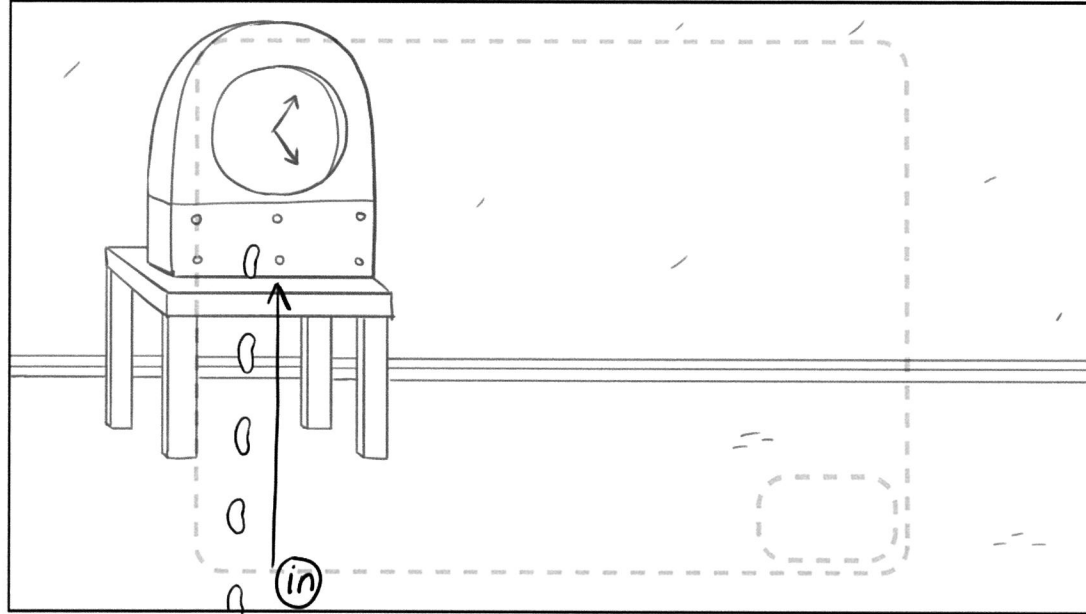
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Sc. 60

Pnl. B

Bg.

day night

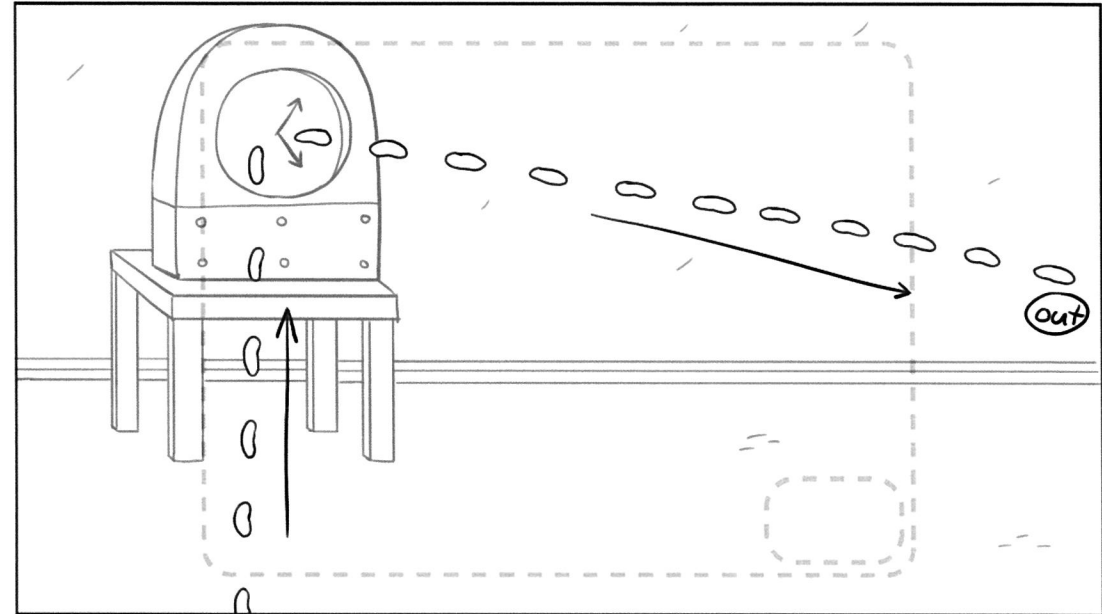


Sc. 60

Pnl. C

Bg.

day night



Dialog:

Action:

- JELLY BEANS RICOCHET OFF OF CLOCK,

Timing:

1042-251

EPISODE #

Production :

ADVENTURE TIME



Sc. 61

Pnl. A

Bg.

day night

Sc. 61

Pnl. B

Bg.

day night

BG  
SIA

Dialog:

Action:

Timing:

EPISODE #

Production :

1042-250

ADVENTURE TIME

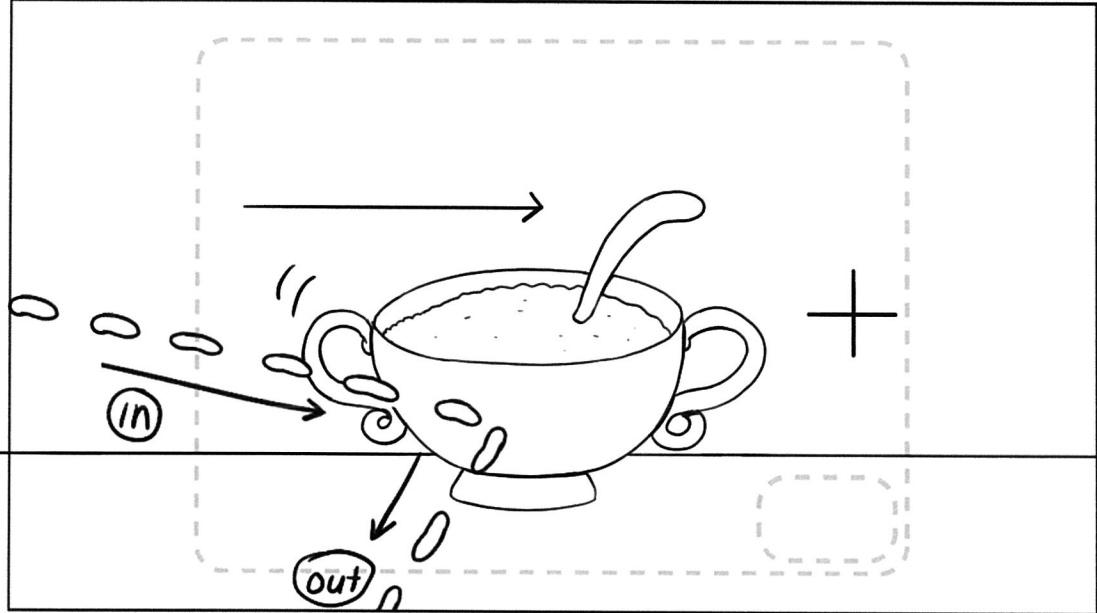


Sc. 61

Pnl. C

Bg.

day night

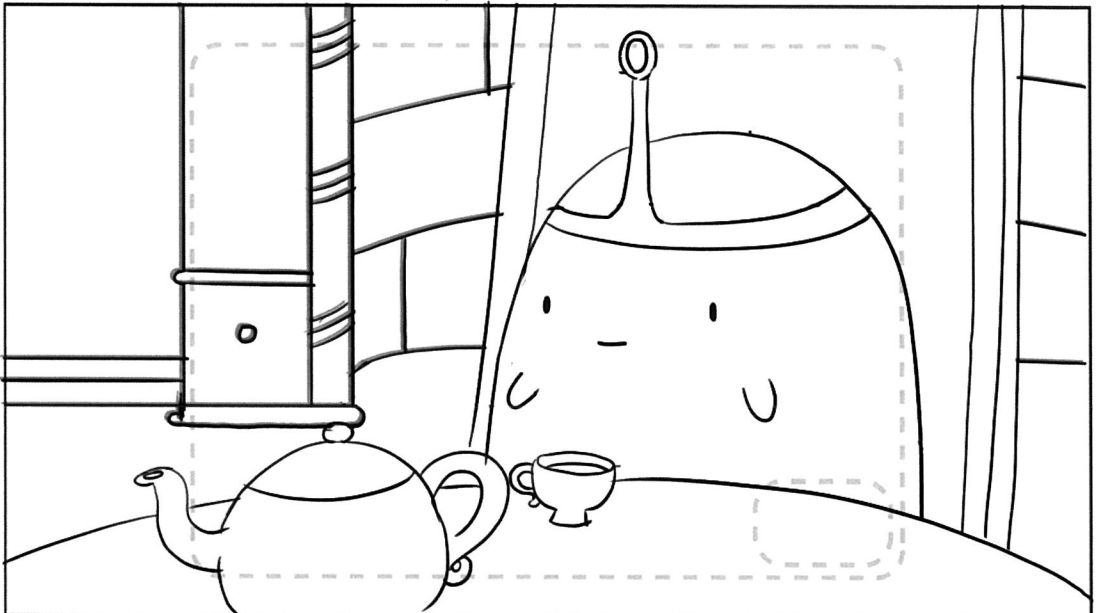


Sc. 62

Pnl. A

Bg.

day night



Dialog:

SFX: \* FT-FT-FT-FT- FT-FT-FT-FT - FT . FT- FT \*

Action:

- Sugar bowl moves slowly across the table

Timing:

1042-250

EPISODE #

Production :

# ADVENTURE TIME



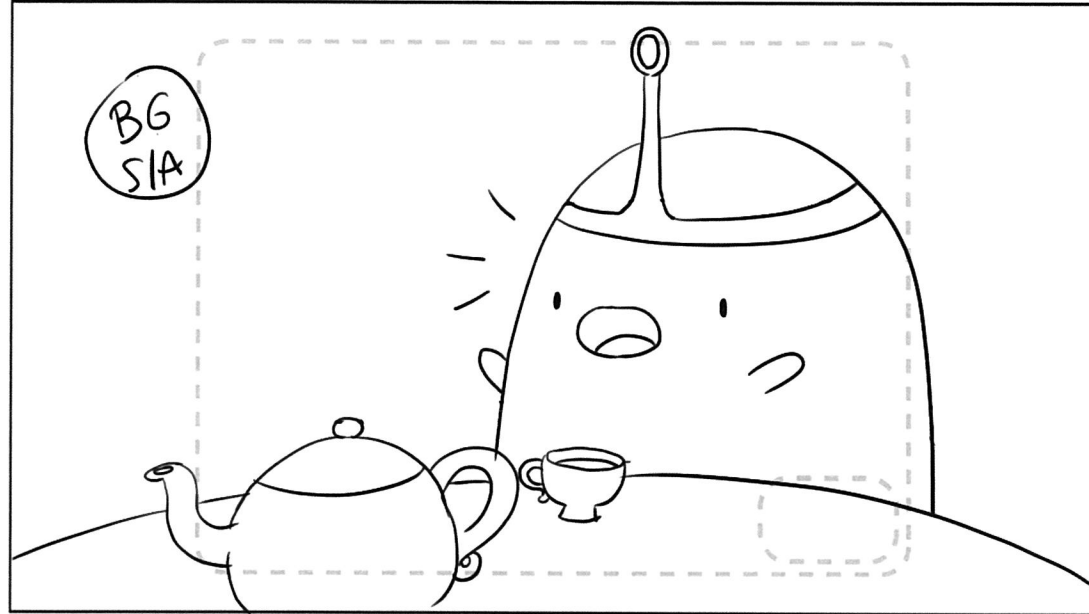
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Sc. 62

Pnl. B

Bg.

day night

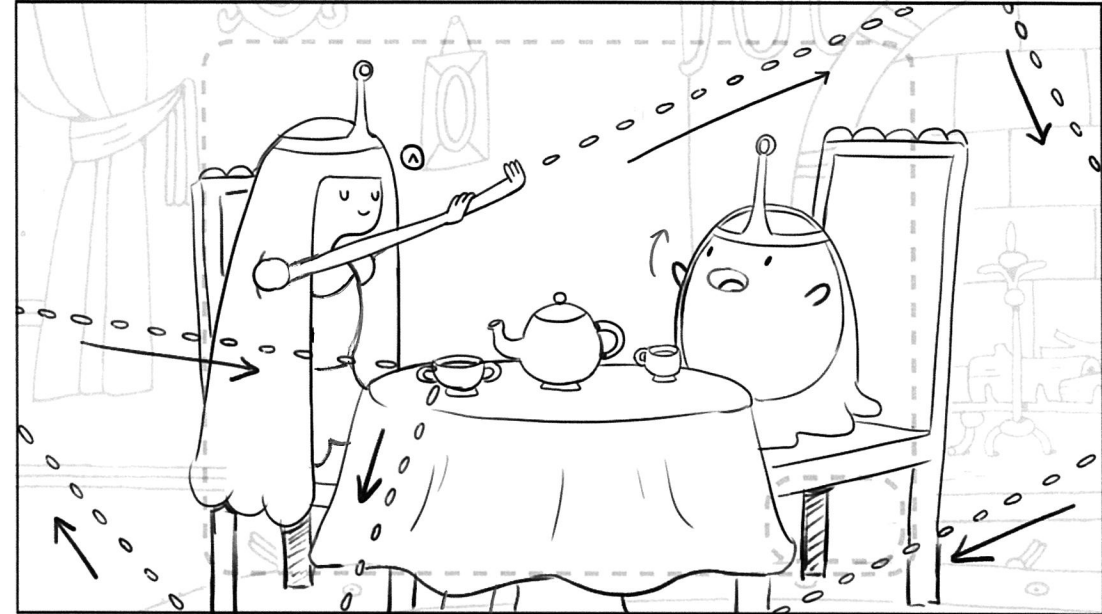


Sc. 63

Pnl. A

Bg.

day night



Dialog:

SP: By the beard of Elder Plops!

Action:

- JELLY BEAN STREAMS CONTINUE.

Timing:

EPISODE #

1042-250

Production :

ADVENTURE TIME

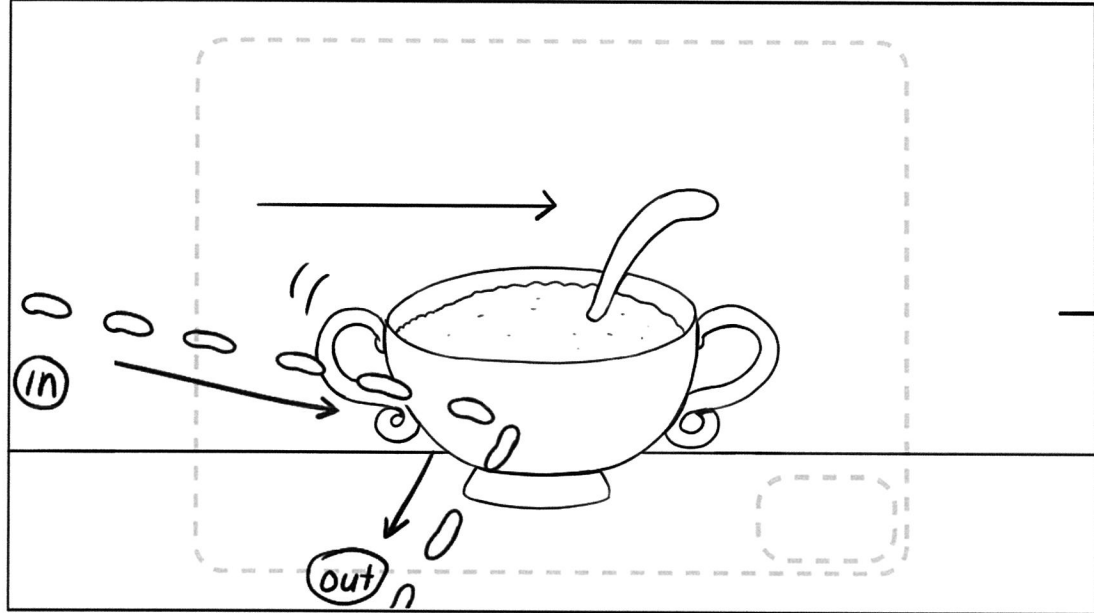


Sc. 64

Pnl. A

Bg.

day night

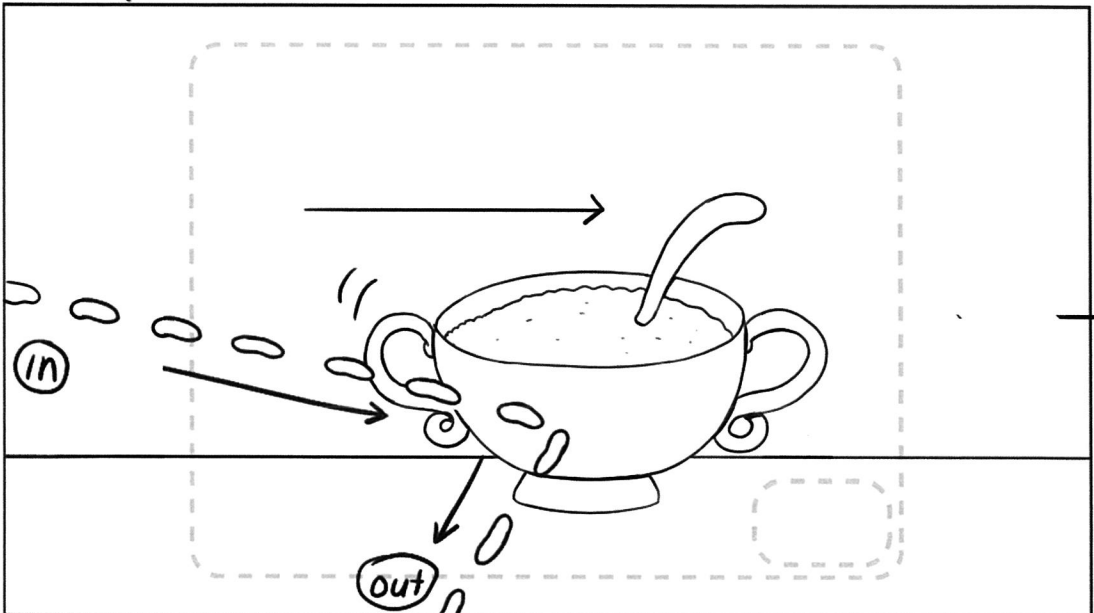


Sc. 64

Pnl. B

Bg.

day night



Dialog:

Action:

- SUGAR BOWL MOVING VERY SLOWLY ACROSS TABLE.

Timing:

1042-251

EPISODE #

Production :

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ADVENTURE TIME

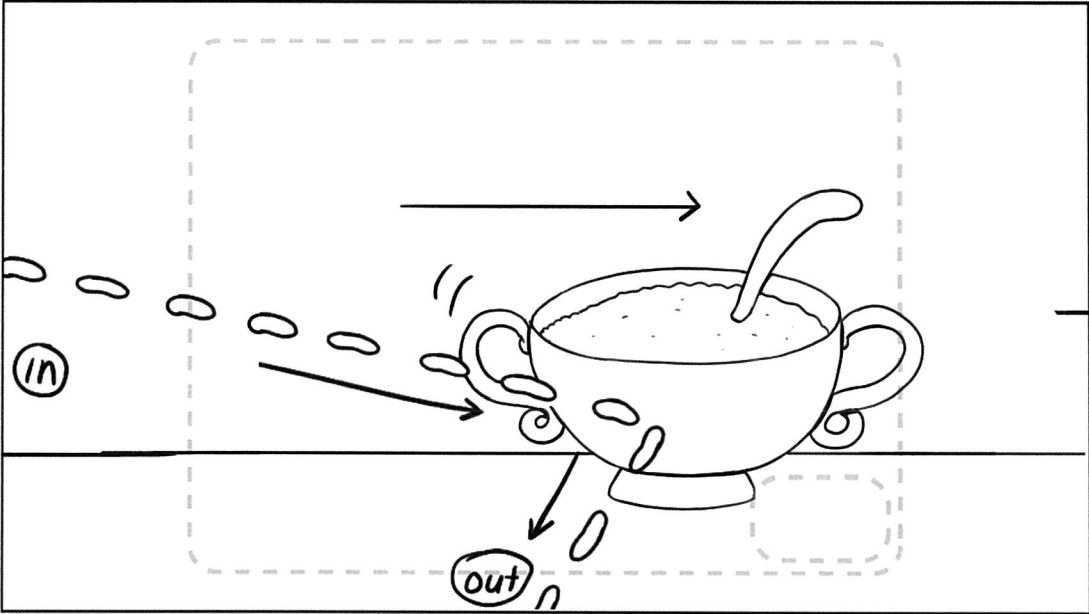


Sc. 64

Pnl. C

Bg.

day night

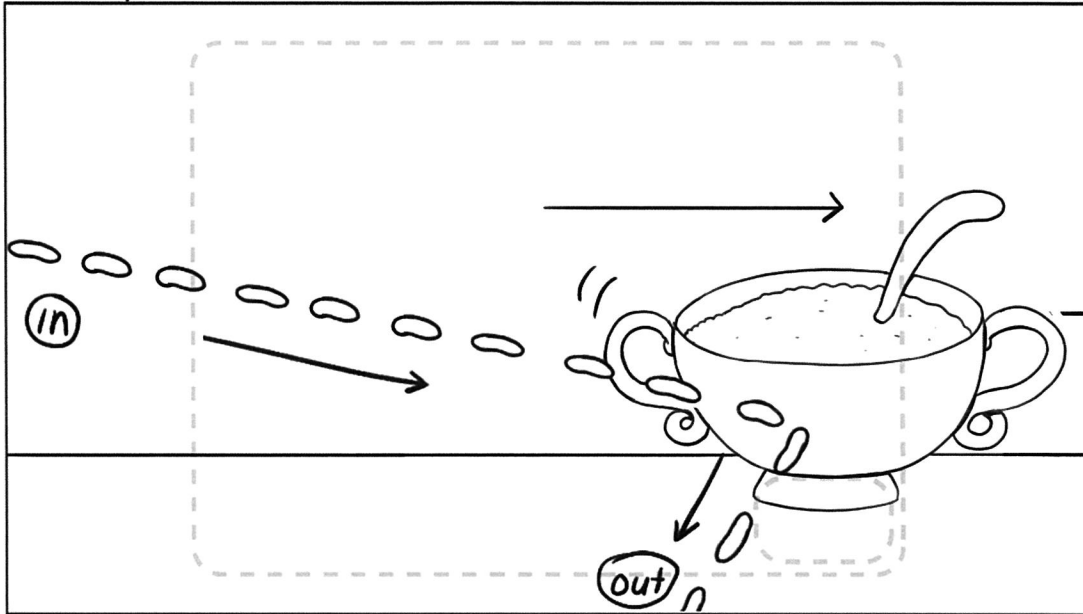


Sc 64

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1042-250

# ADVENTURE TIME



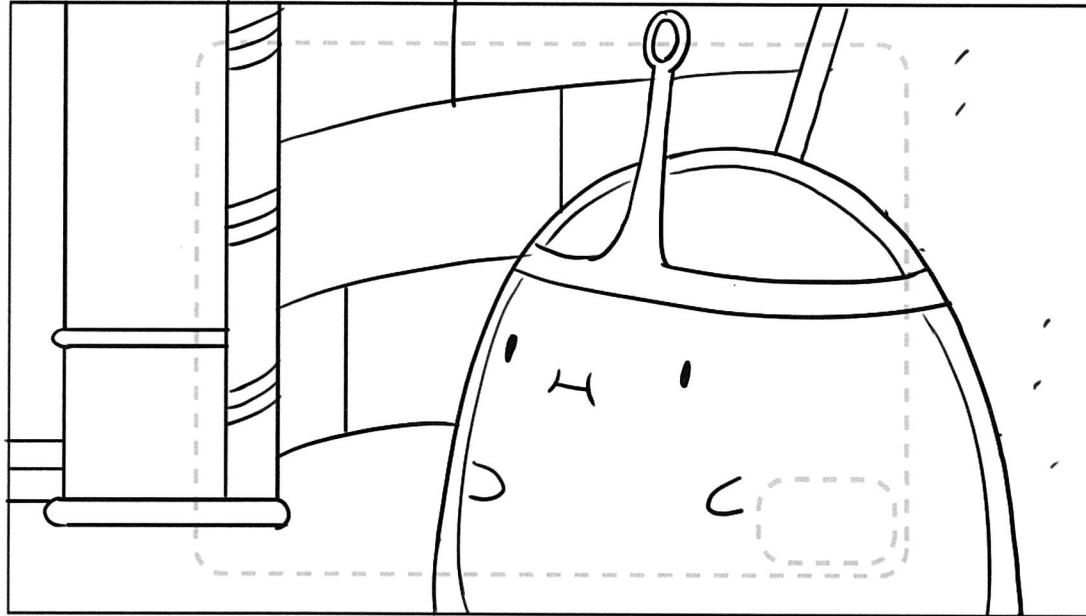
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Sc. 65

Pnl. A

Bg.

day night

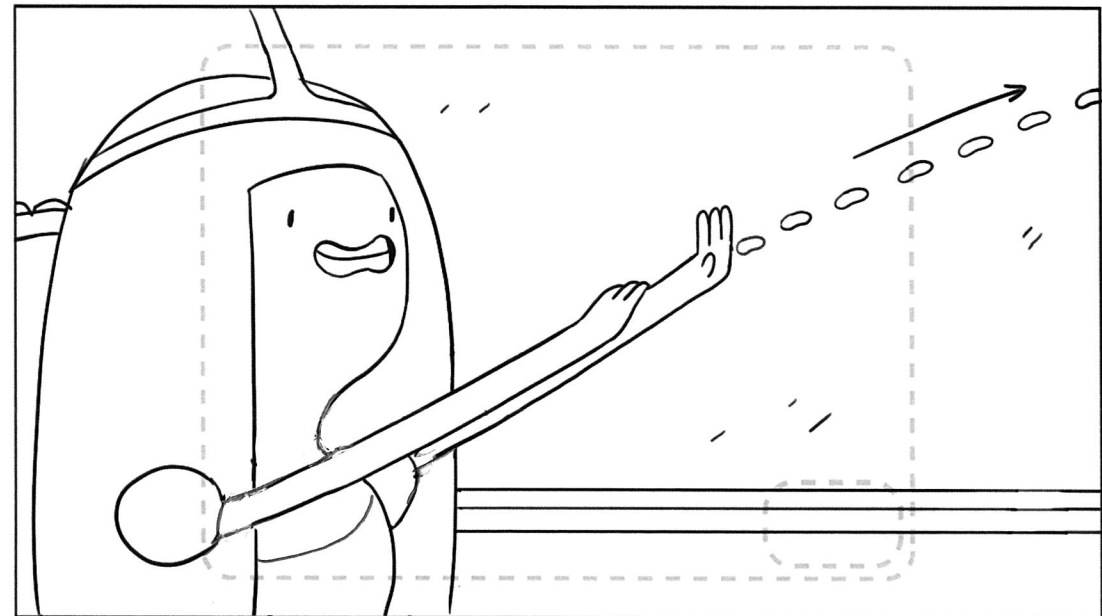


Sc. 66

Pnl. A

Bg.

day night



Dialog:

SFX: \* SOUND OF Jellybeans hitting the sugar bowl. \*

Action:

Timing:

EPISODE #

1042-251

Production :

# ADVENTURE TIME



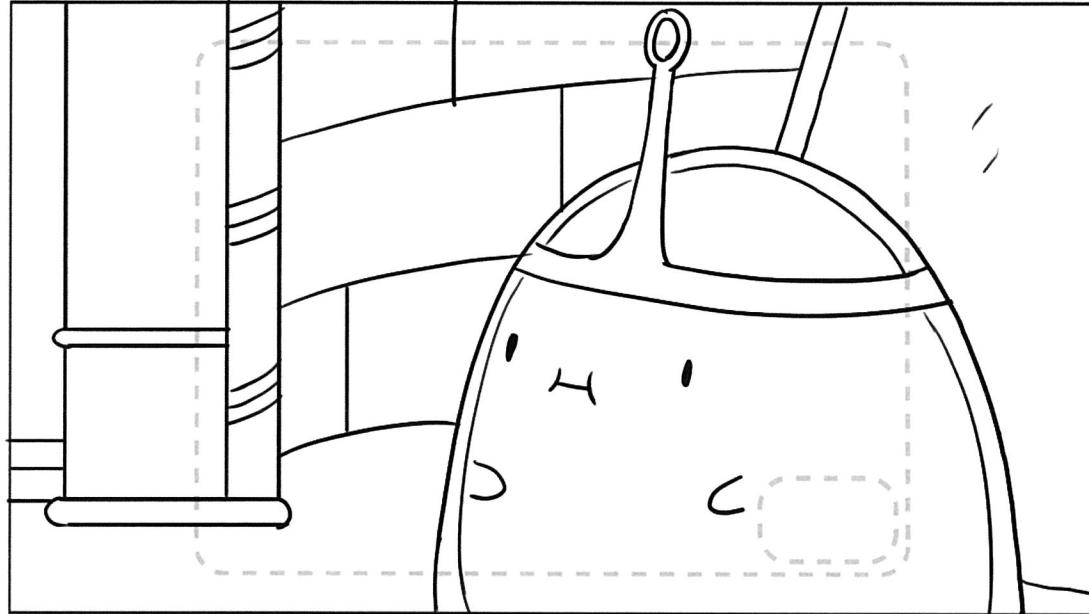
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Sc. 67

Pnl. A

Bg.

day night

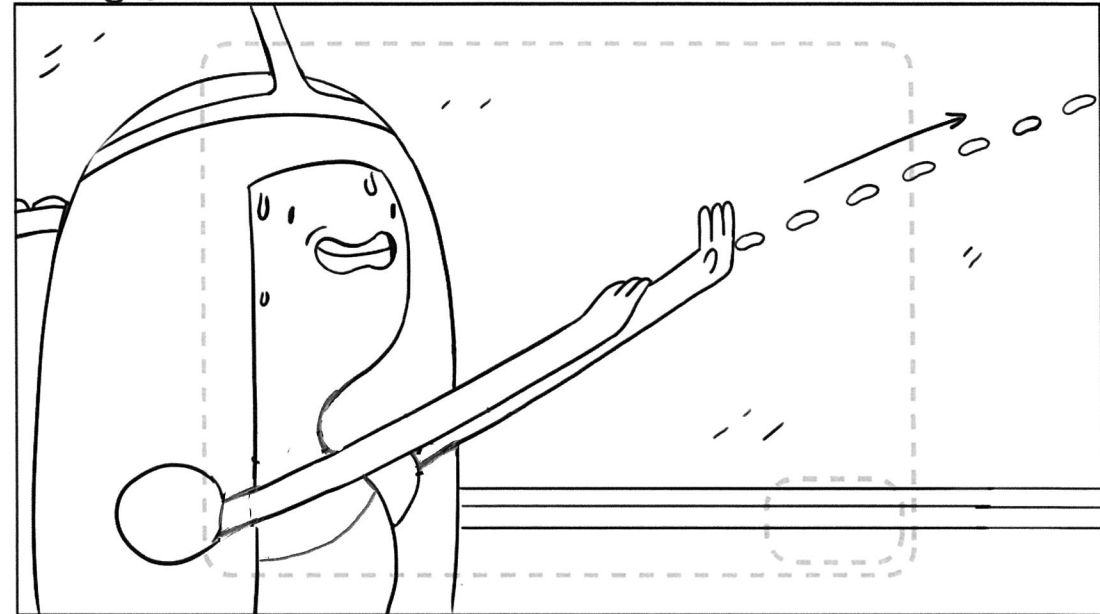


Sc. 68

Pnl. A

Bg.

day night



Dialog:

SFX: \* SOUND OF Jellybeans hitting the sugar bowl. \*

Action:

- PB starts getting tired

Timing:

1042-251

EPISODE #

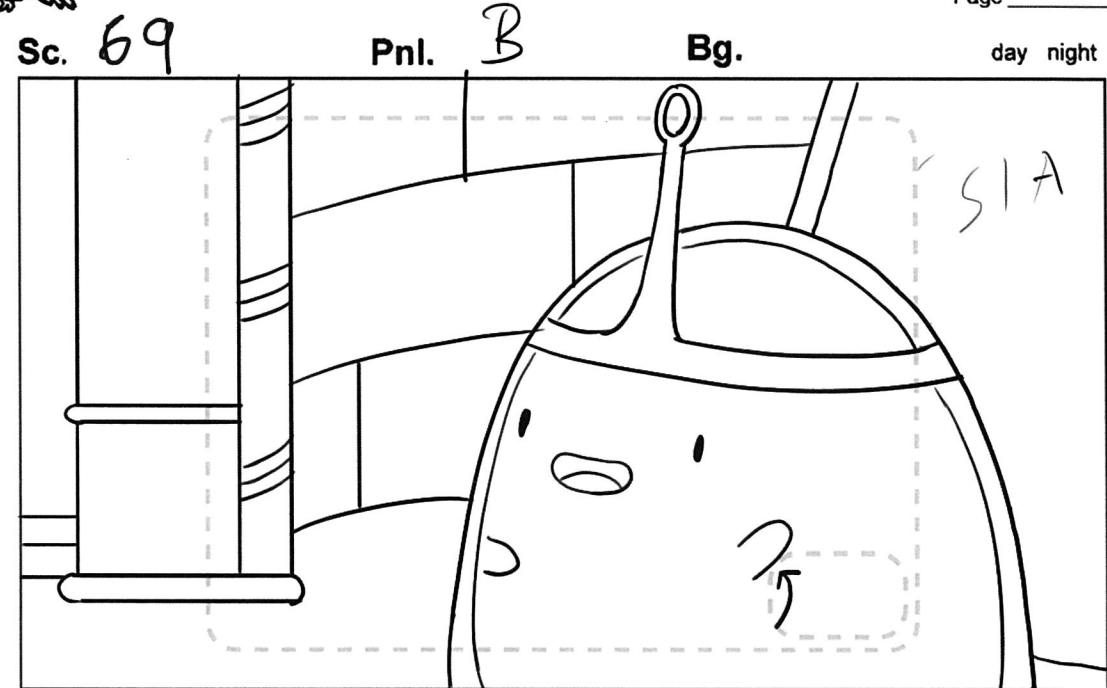
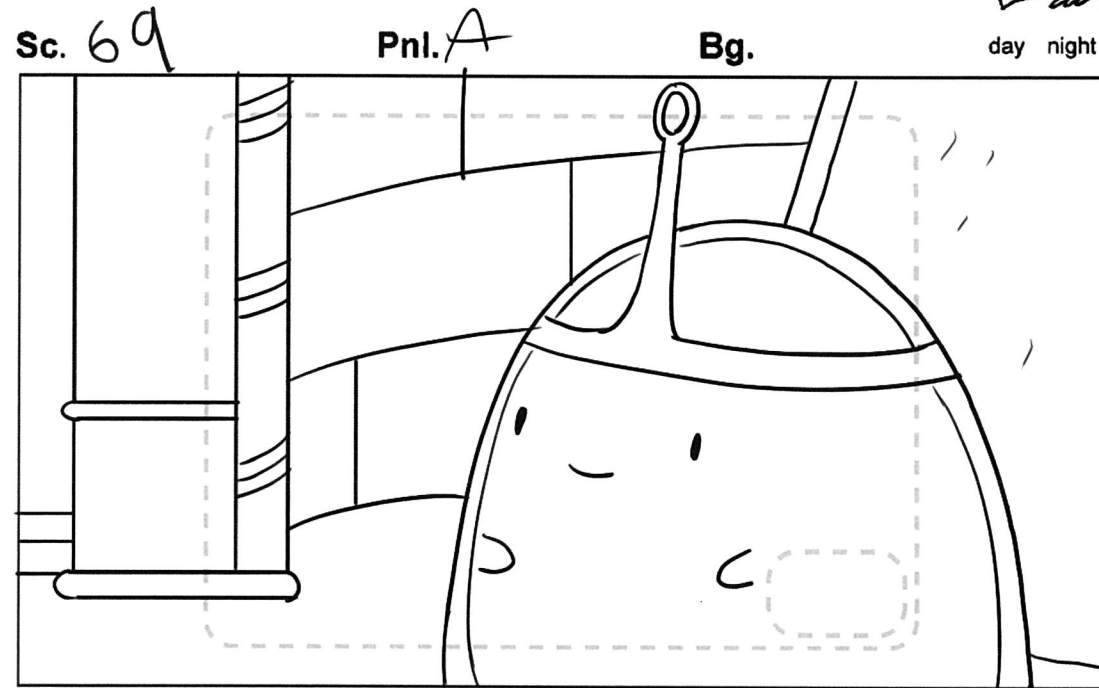
Production :



# ADVENTURE TIME



Page 136



Dialog:

SP : This is cool but let me  
help y--

Action:

Timing:

1042-251

EPISODE #

Production :

# ADVENTURE TIME



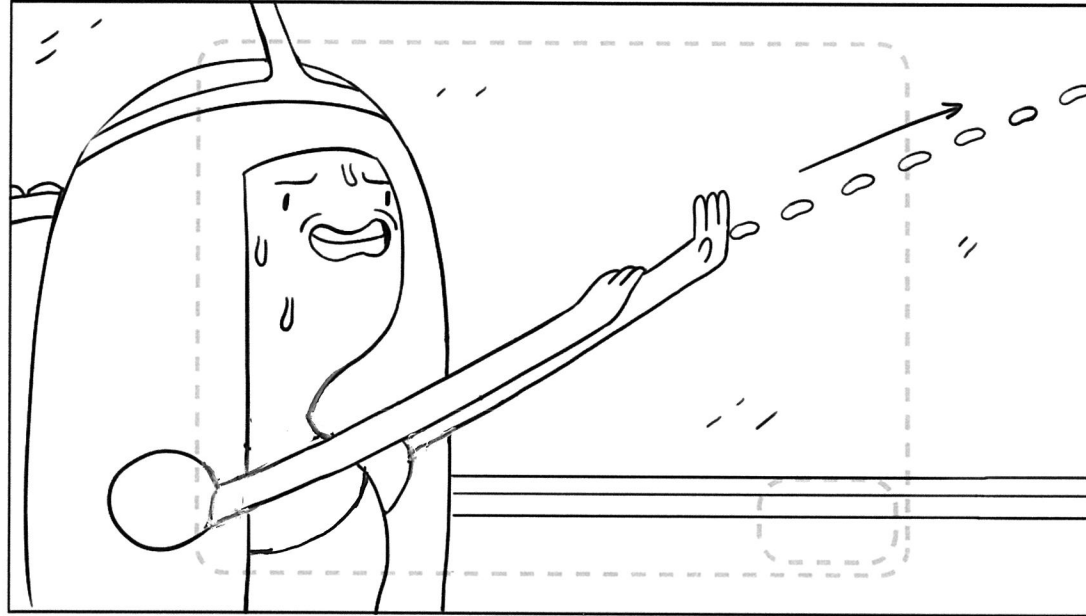
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Sc. 70

Pnl. A

Bg.

day night

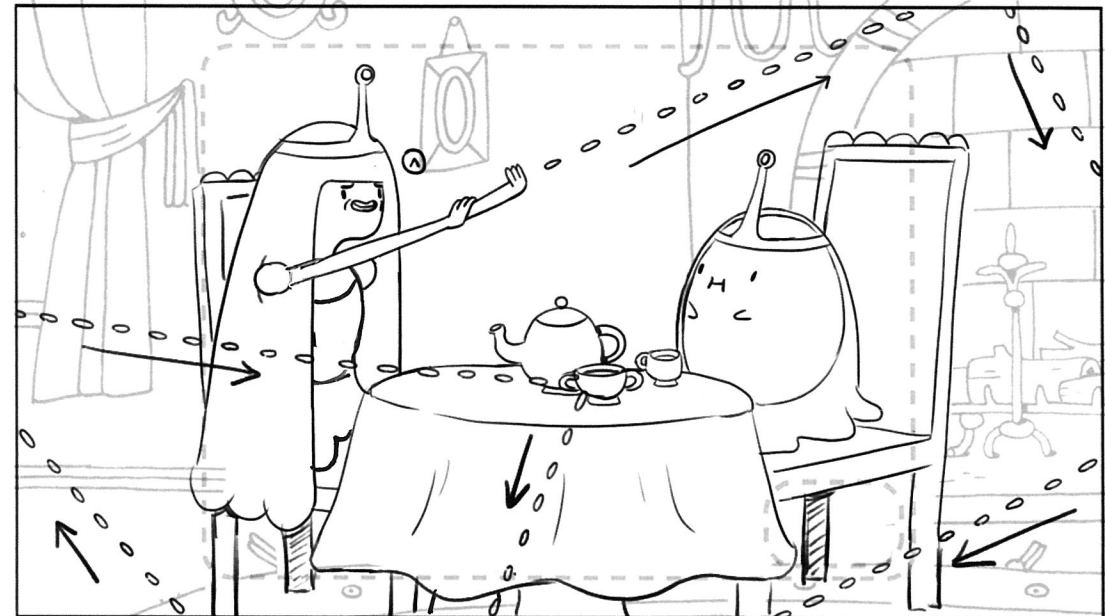


Sc. 71

Pnl. A

Bg.

day night



Dialog:

PB: I SAID... ALLOW... ME  
(through  
her teeth)

Action:

-JELLY BEAN STREAMS CONTINUE.

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



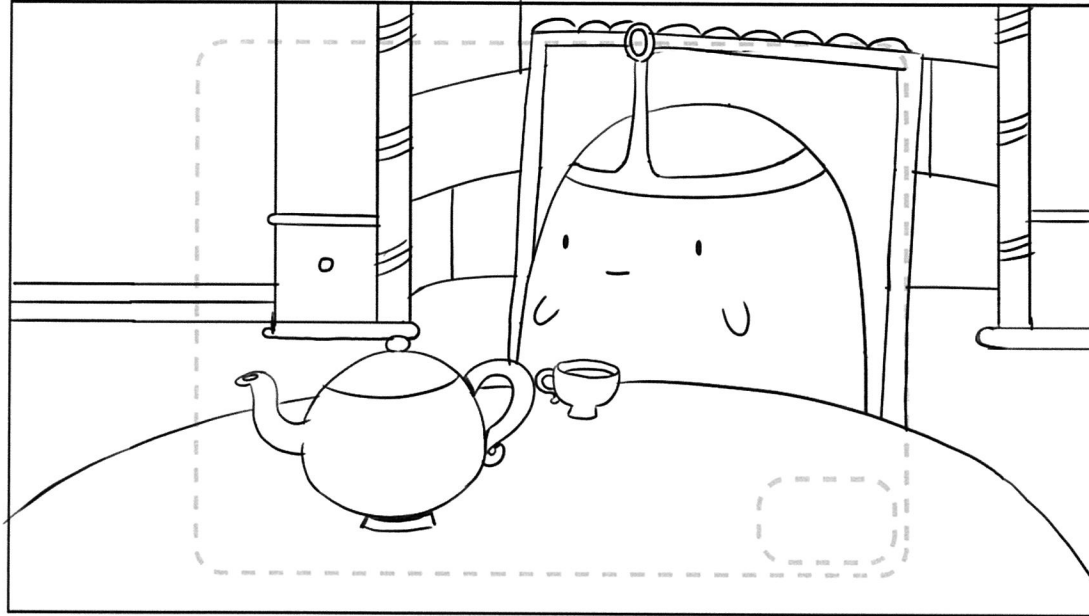
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Sc. 72

Pnl. A

Bg.

day night

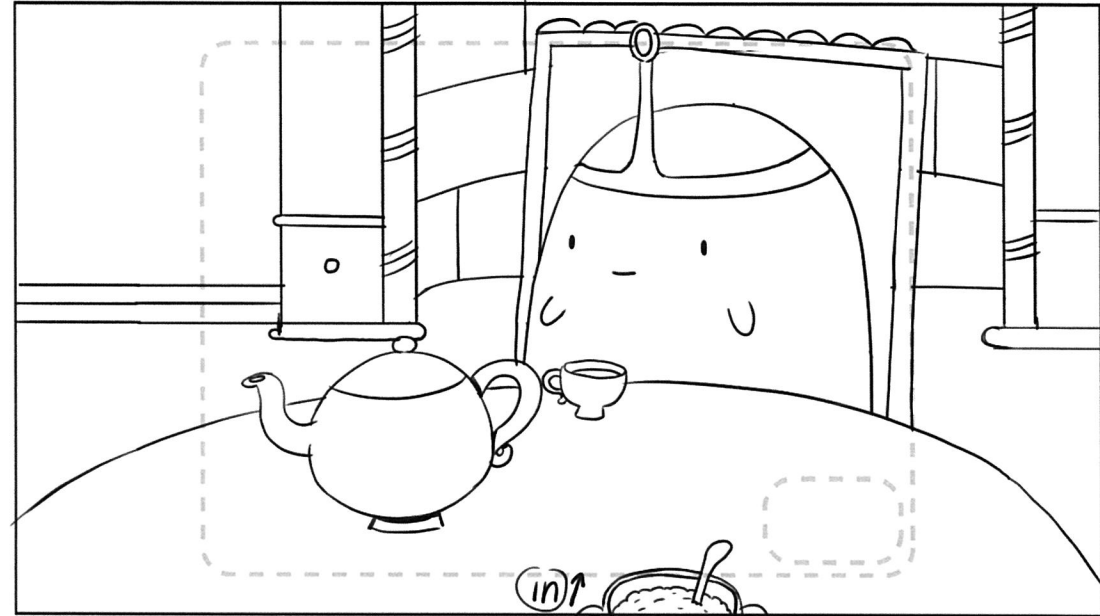


Sc. 72

Pnl. B

Bg.

day night



Dialog:

Action:

- SUGAR BOWL SLOWLY SLIDES AN/S.

Timing:

EPISODE # 1042-250

Production :

# ADVENTURE TIME



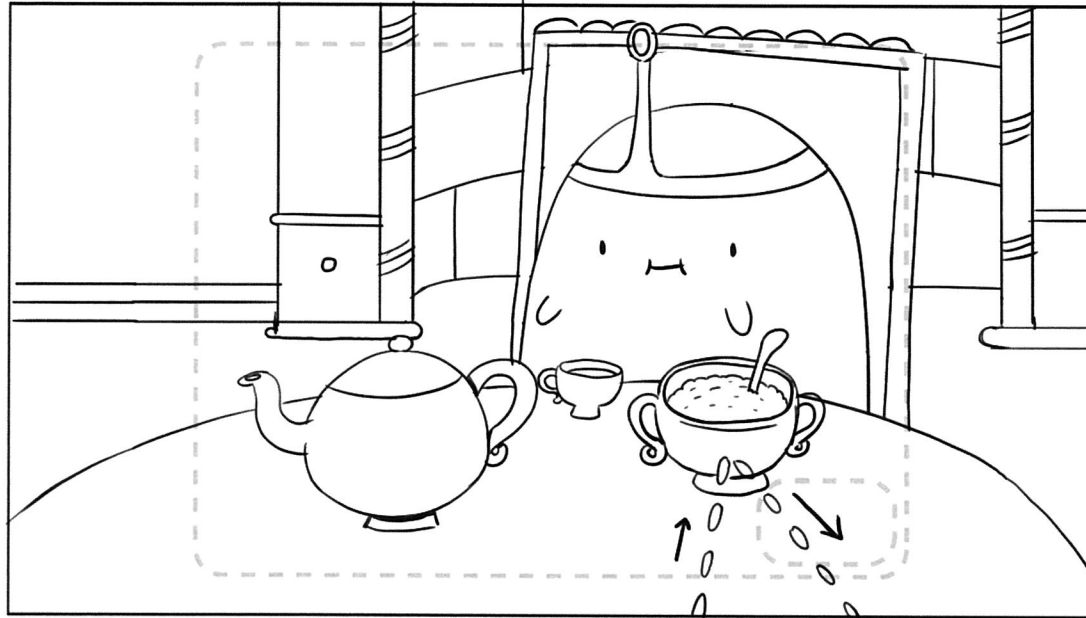
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Sc. 72

Pnl. C

Bg.

day night

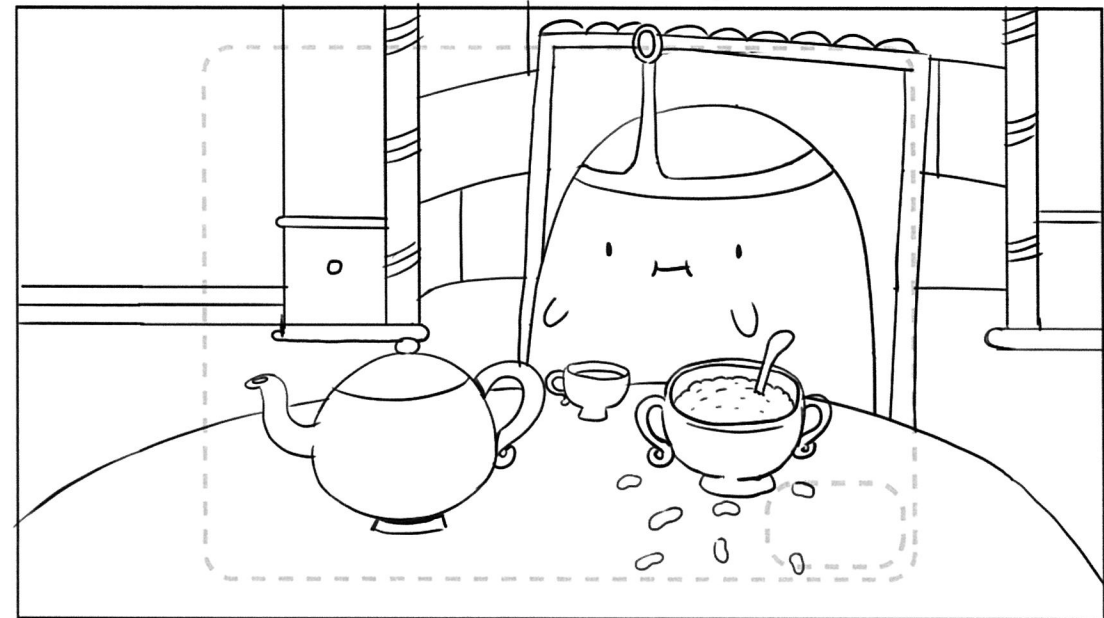


Sc. 72

Pnl. D

Bg.

day night



Dialog:

SFX: \* FT-FT-FT-FT-FT-FT-FT-FT-FT-FT \*

Action:

- Bowl stops, JELLY BEAN STREAM DIES OUT.

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



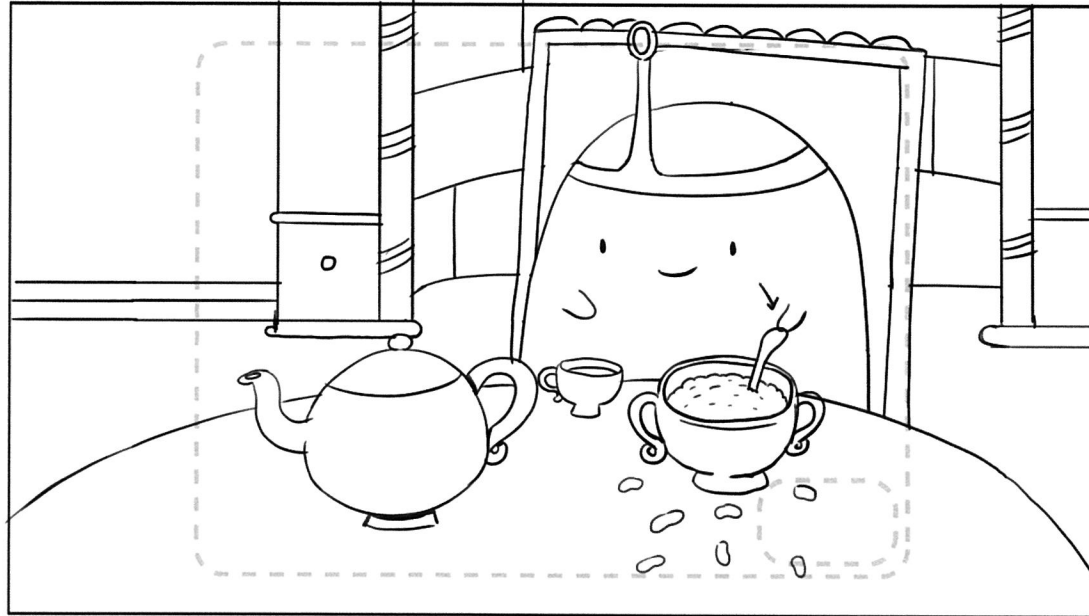
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Sc. 72

Pnl. E

Bg.

day night

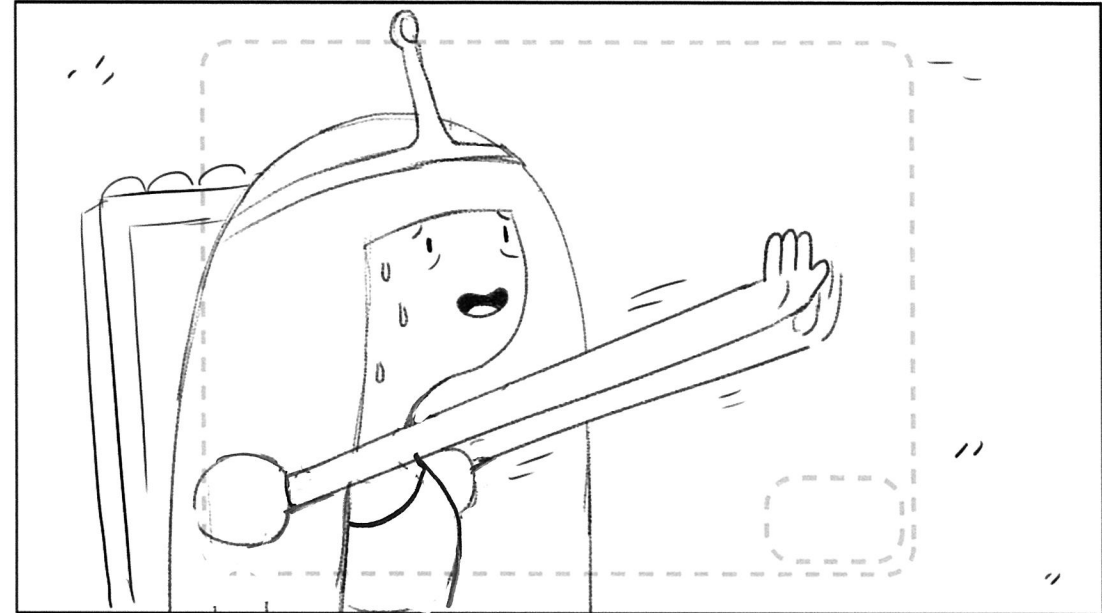


Sc. 73

Pnl. A

Bg.

day night



Dialog:

PB: [ HUFFING AND PUFFING ]

Action:

- S.P. GRABS THE END OF SPOON.

Timing:

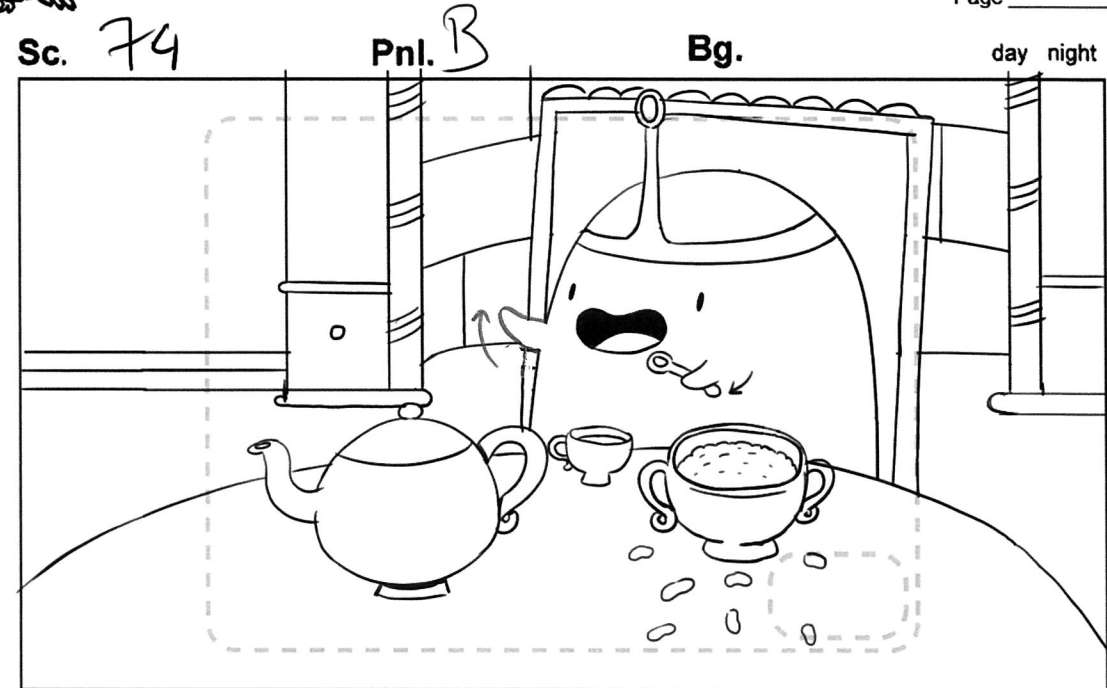
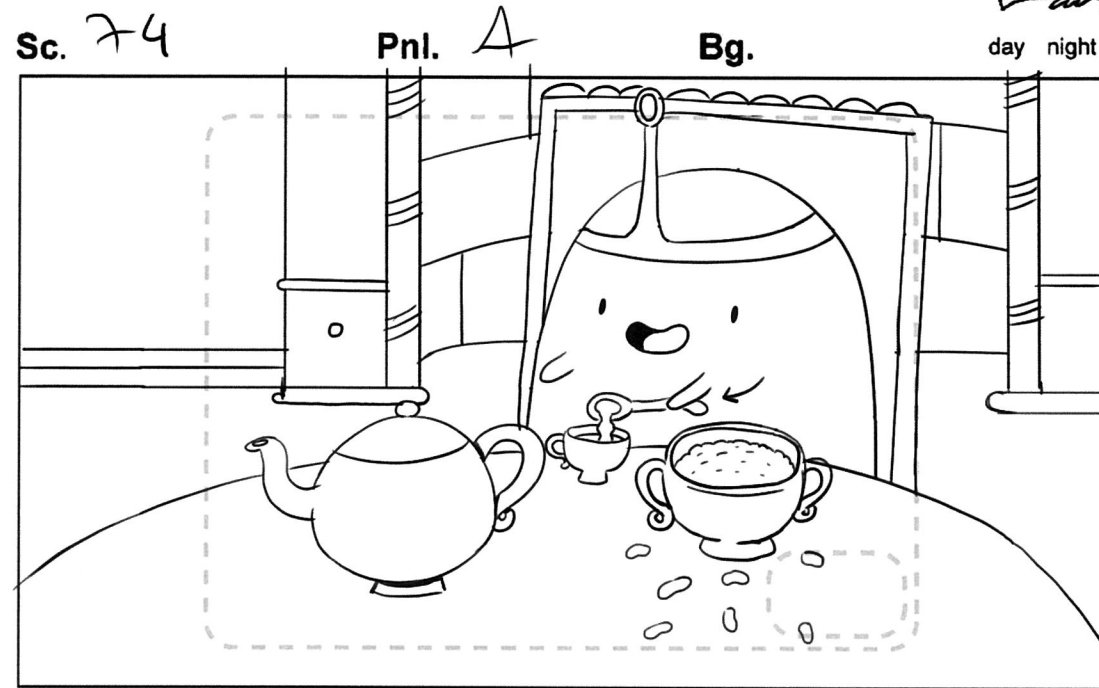
EPISODE # 1042-251

Production :

# ADVENTURE TIME



Page 141



Dialog:  
SP: Cool power display, PB!

SP: UP HIGH!

Action:  
- S.P. ADDS SUGAR TO TEA.

- S.P. HOLDS UP HAND

Timing:

EPISODE # 1042-251

Production :

# ADVENTURE TIME



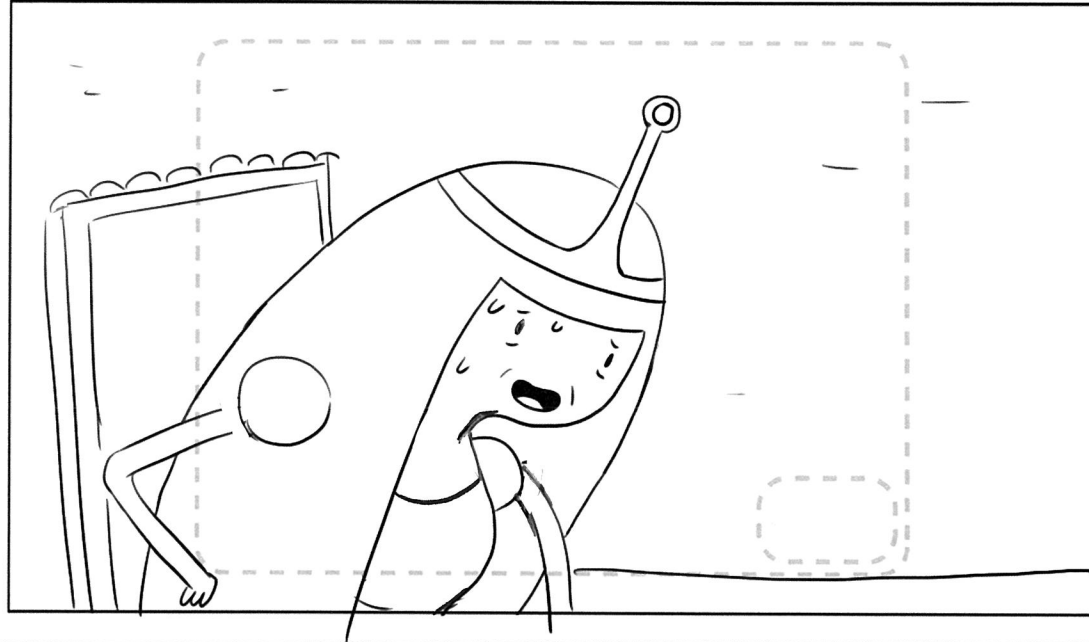
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Sc. 75

Pnl. A

Bg.

day night

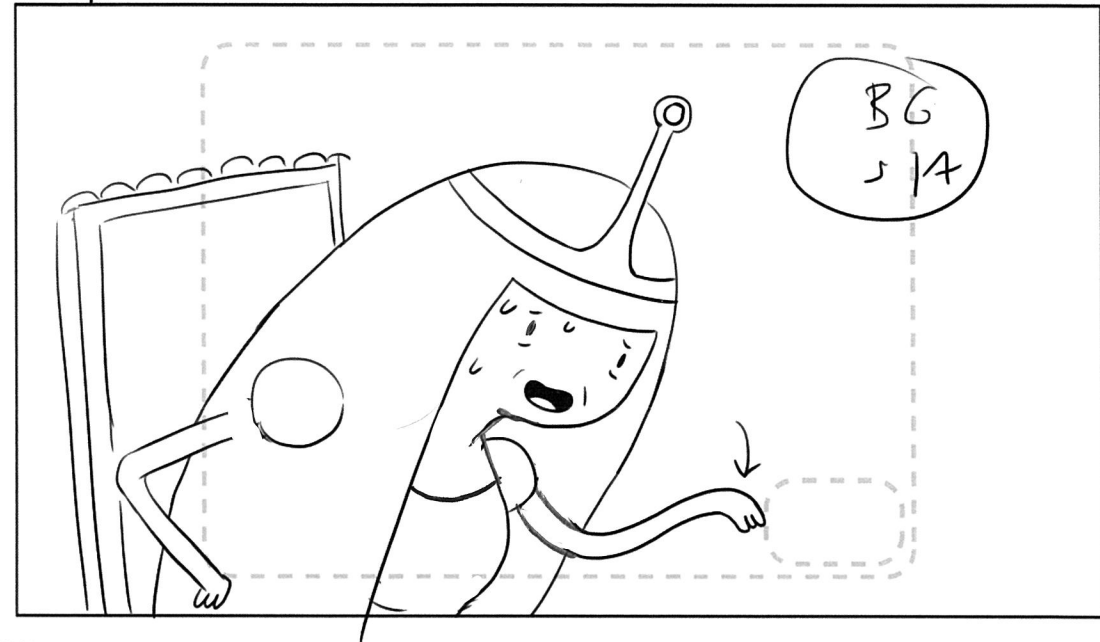


Sc. 75

Pnl. B

Bg.

day night



Dialog:

SP: \*HUFF HUFF\* You're welcome.

Action:

-PB WEAKLY "HIGH FIVES" THE AIR.

Timing:

EPISODE #

1042-251

Production :

# ADVENTURE TIME



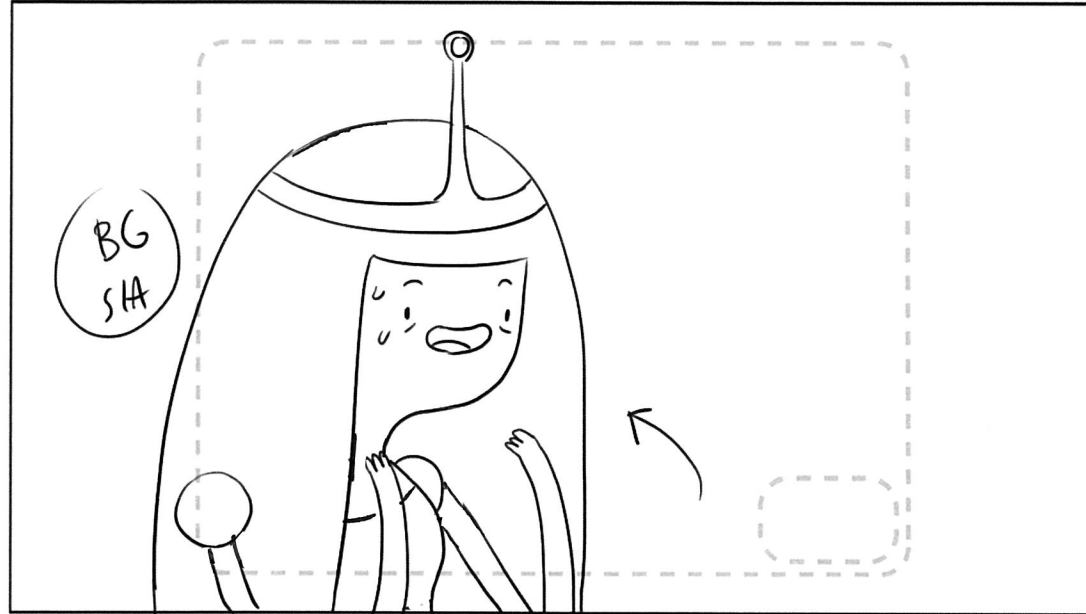
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Sc. 75

Pnl. C

Bg.

day night

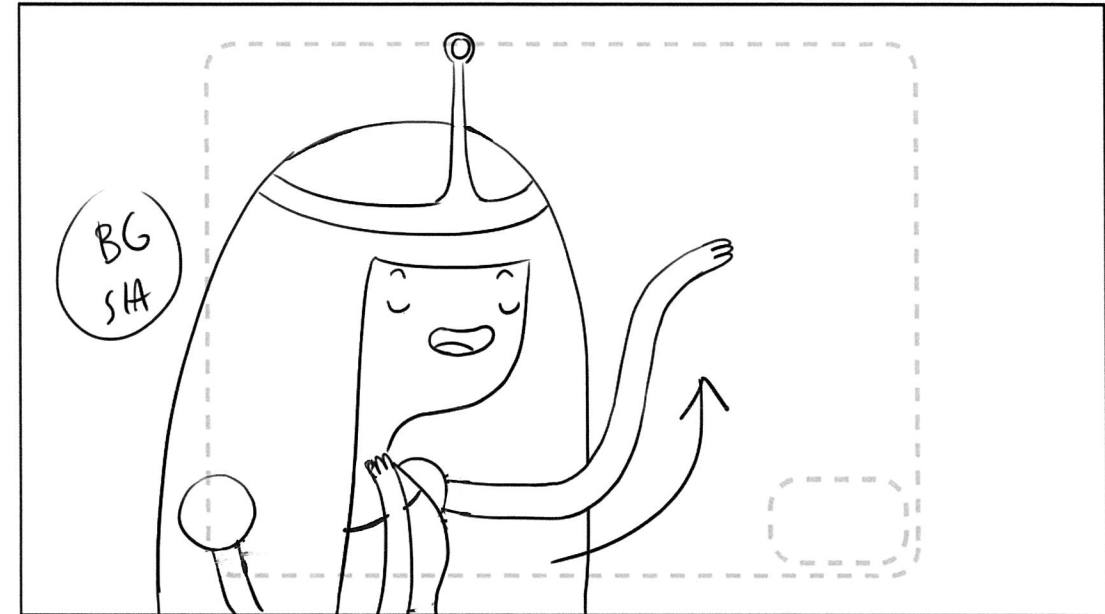


Sc. 75

Pnl. D

Bg.

day night



Dialog:

PB: OKAY, WE'VE  
established we both have  
elemental powers

PB: So, we never have to talk or brag about them  
again.

Action:

Timing:

1042-251

EPISODE #

Production :



# ADVENTURE TIME



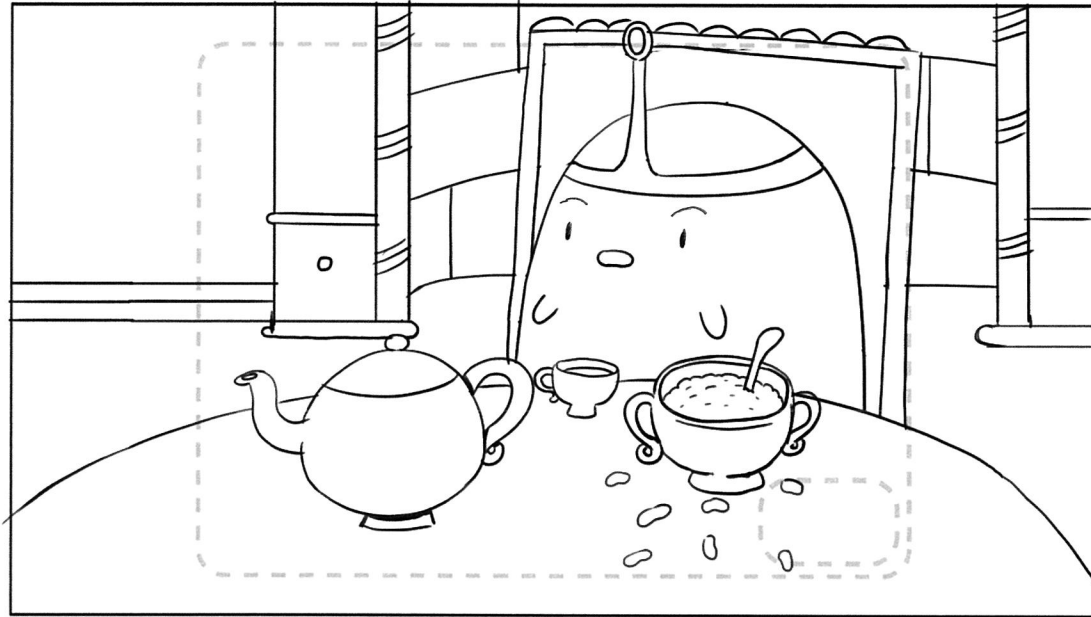
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Sc. 76

Pnl. A

Bg.

day night

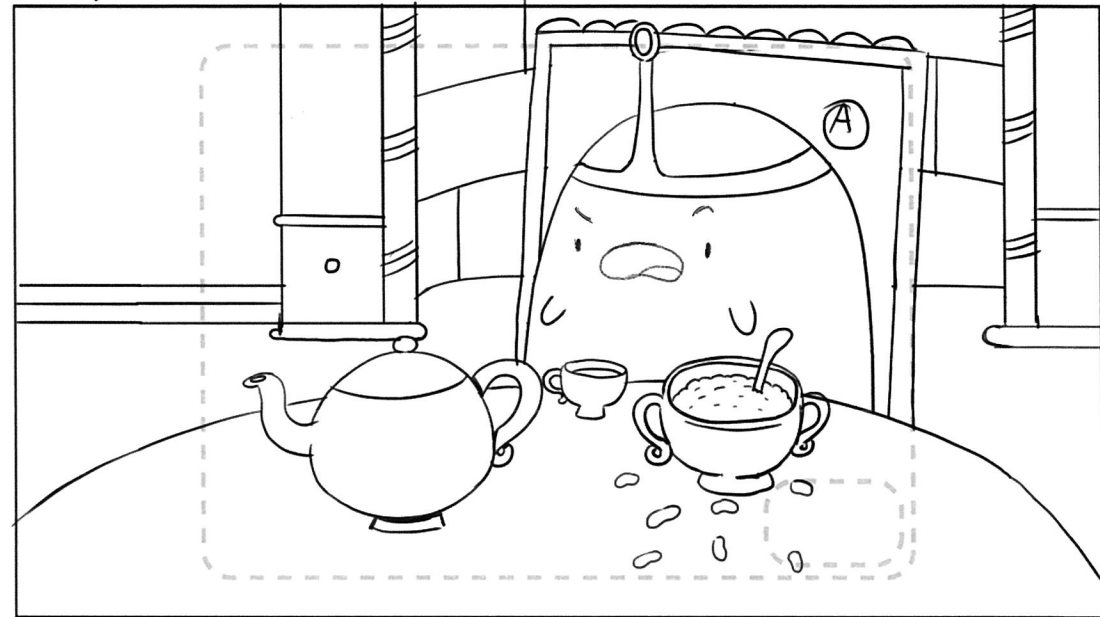


Sc. 76

Pnl. B

Bg.

day night



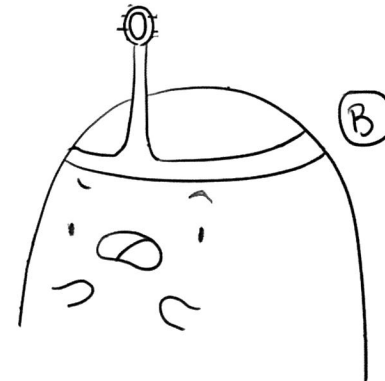
Dialog:

SP: Brag?...

SP: Wait, Are you jelly ... of my slime?

Action:

Timing:



1042-251

EPISODE #

Production :

ADVENTURE TIME

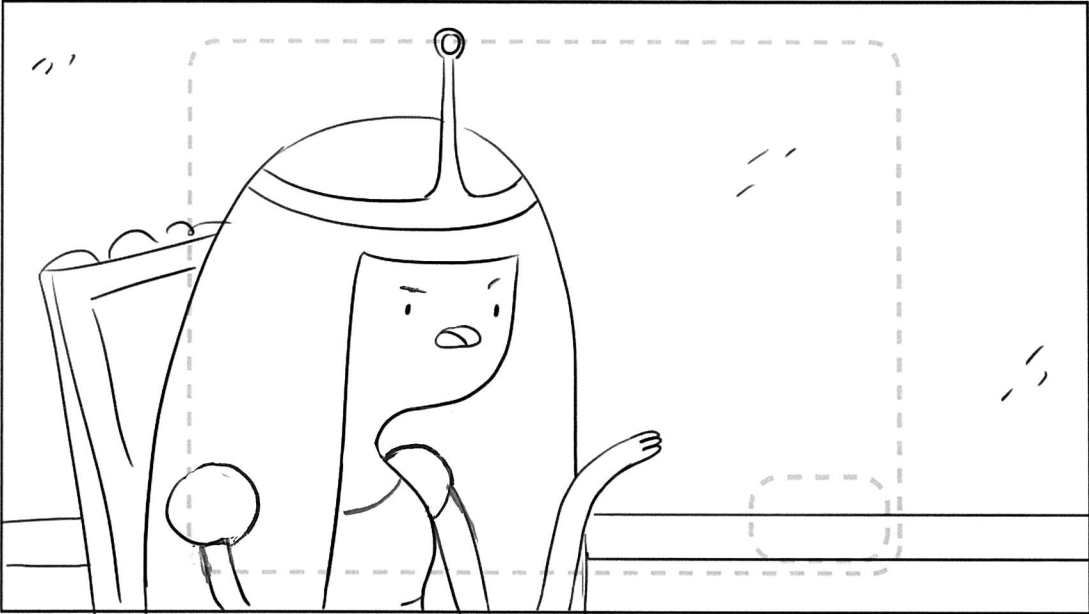


Sc. 77

Pnl. A

Bg.

day night



Sc. 77

Pnl. B

Bg.

day night



Dialog:

PB: No way --

PB: Your slime is overrated.

Action:

Timing:

1042-251

EPISODE #

Production :

# ADVENTURE TIME



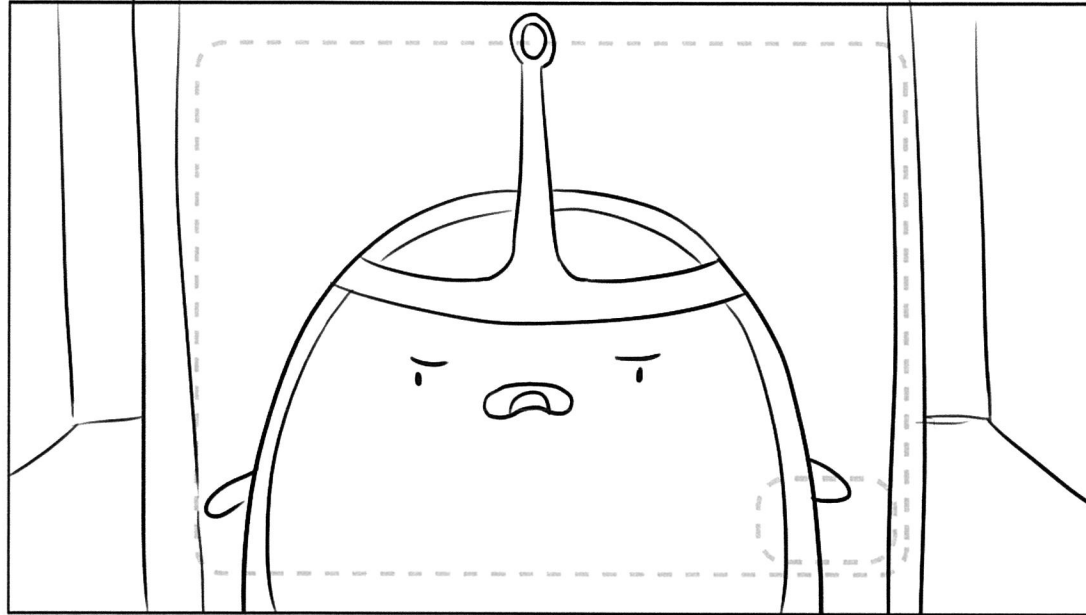
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Sc. 78

Pnl. A

Bg.

day night

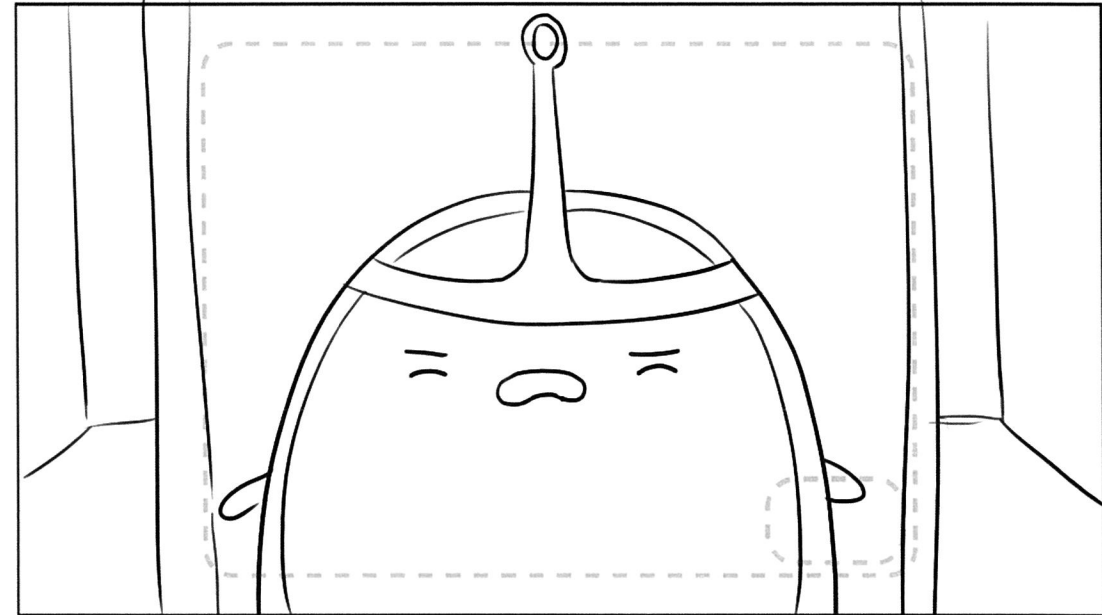


Sc. 78

Pnl. B

Bg.

day night



Dialog:

SP (scary, chill voice): I SEE... I GUESS YOUR  
REAL ELEMENTAL POWER --

SD : is envy.

Action:

Timing:

1042-251

EPISODE #

Production :

# ADVENTURE TIME



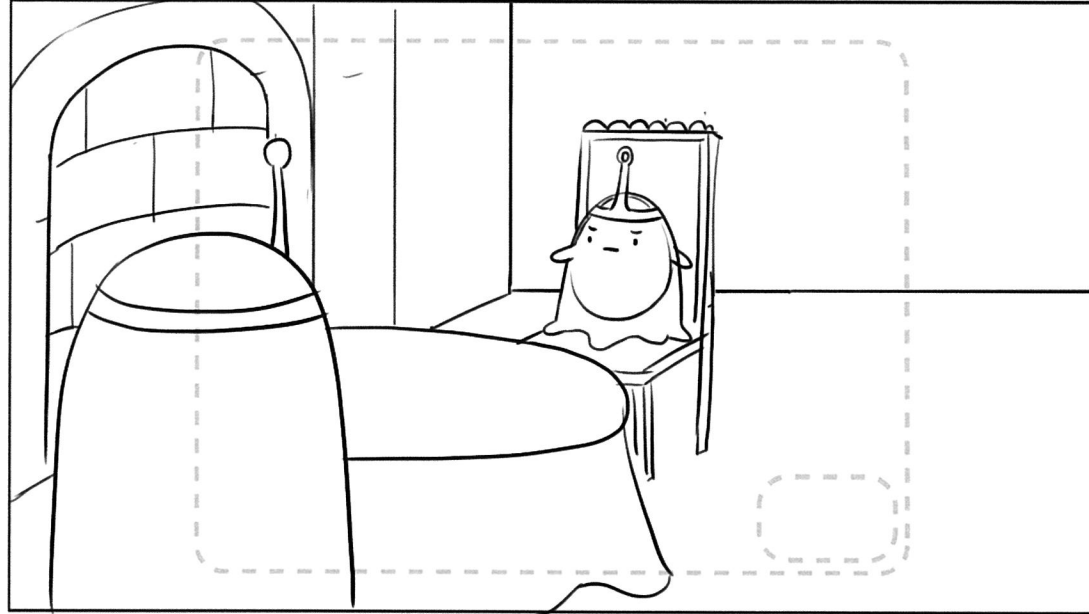
Page 147

Sc. 79

Pnl. A

Bg.

day night

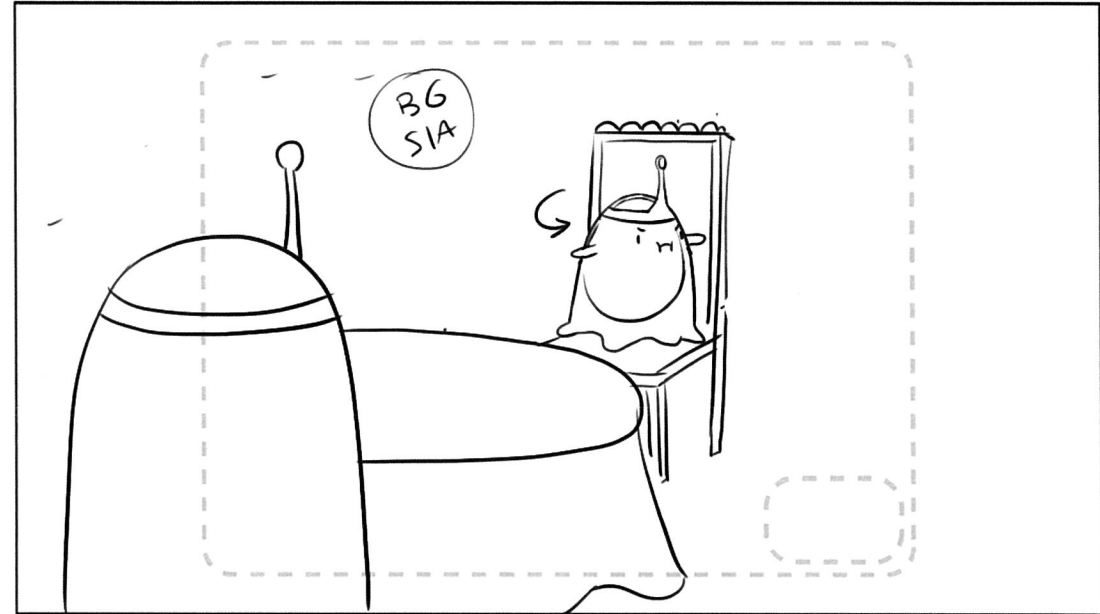


Sc. 79

Pnl. B

Bg.

day night



Dialog:

Action:

- SP. TURNS

Timing:

EPISODE #

1042-251

Production :

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ADVENTURE TIME

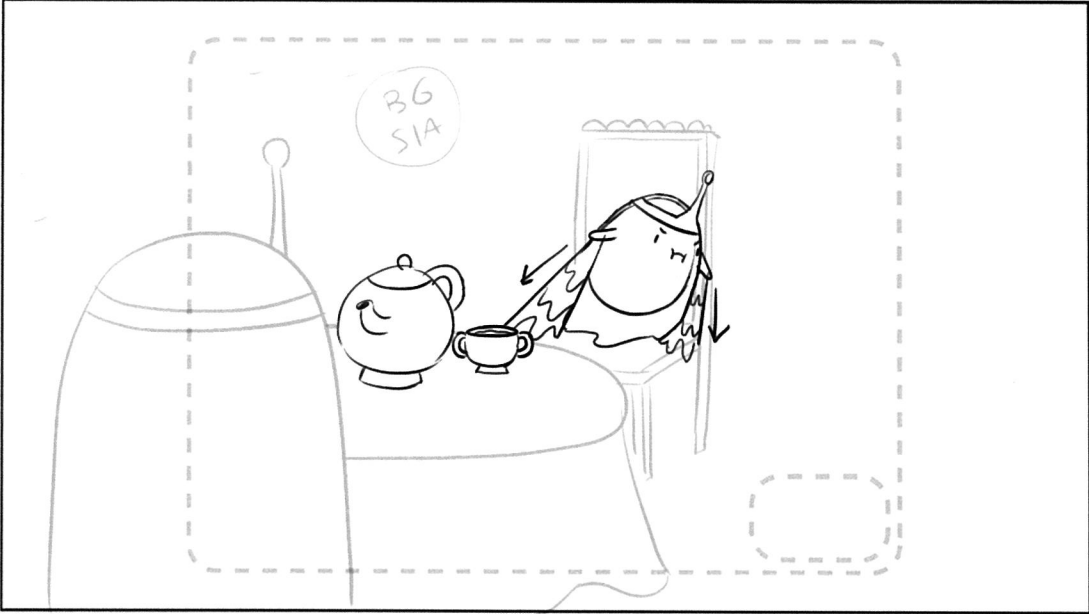


Sc. 79

Pnl. C

Bg.

day night

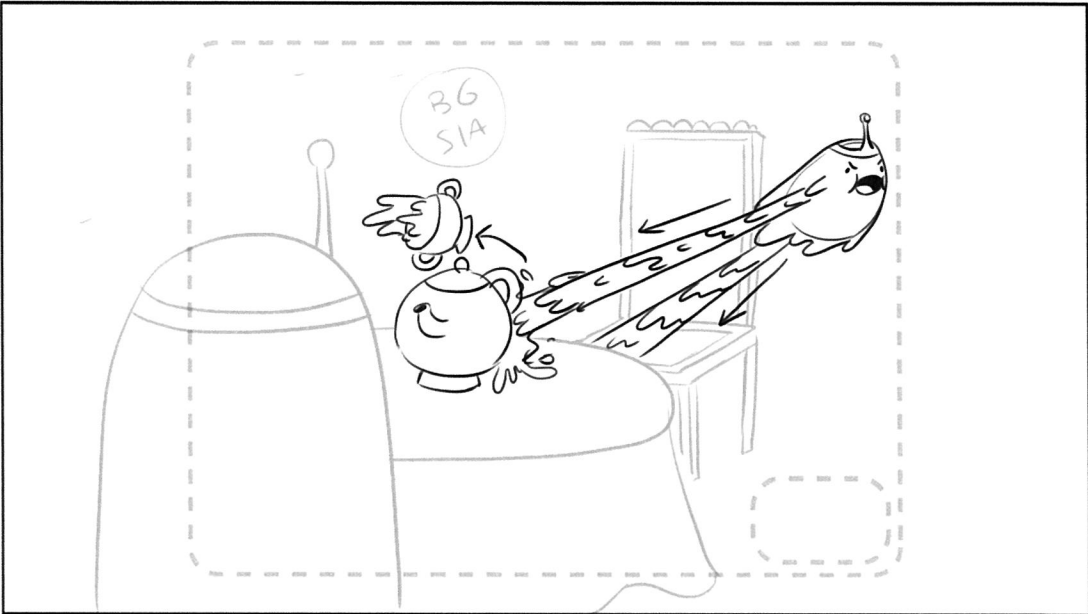


Sc. 79

Pnl. D

Bg.

day night



Dialog:

SFX: \* FRRT \*

SP: Bye hater!

Action:

- SP SHOTS TWIN SLIME JETS

- SLIME JETS KNOCK OVER TEA CUP

Timing:

1042-251

EPISODE #

Production :

# ADVENTURE TIME



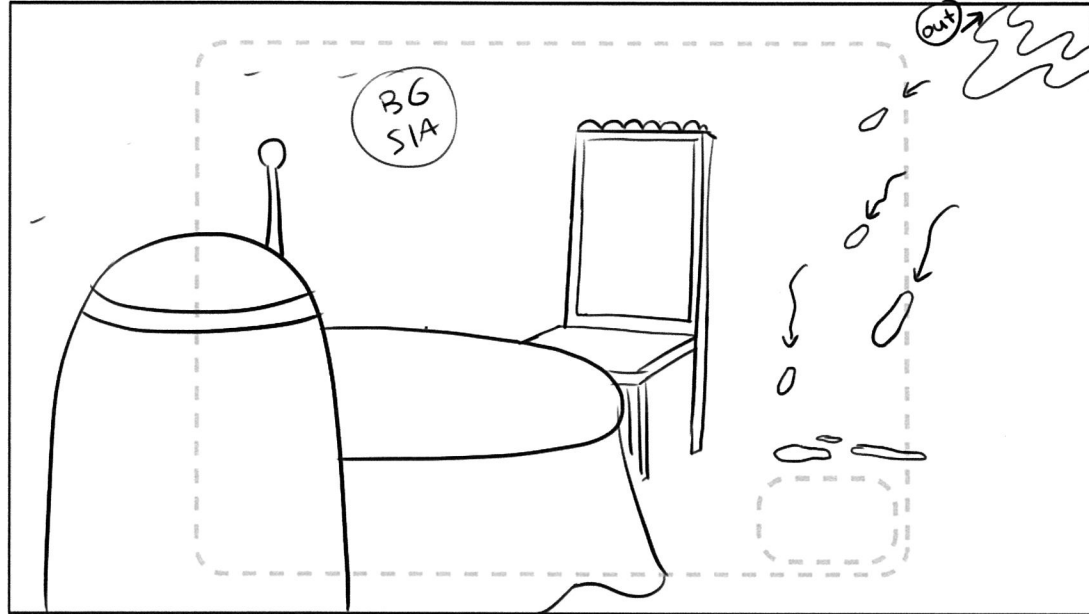
Page 149

Sc. 79

Pnl. E

Bg.

day night

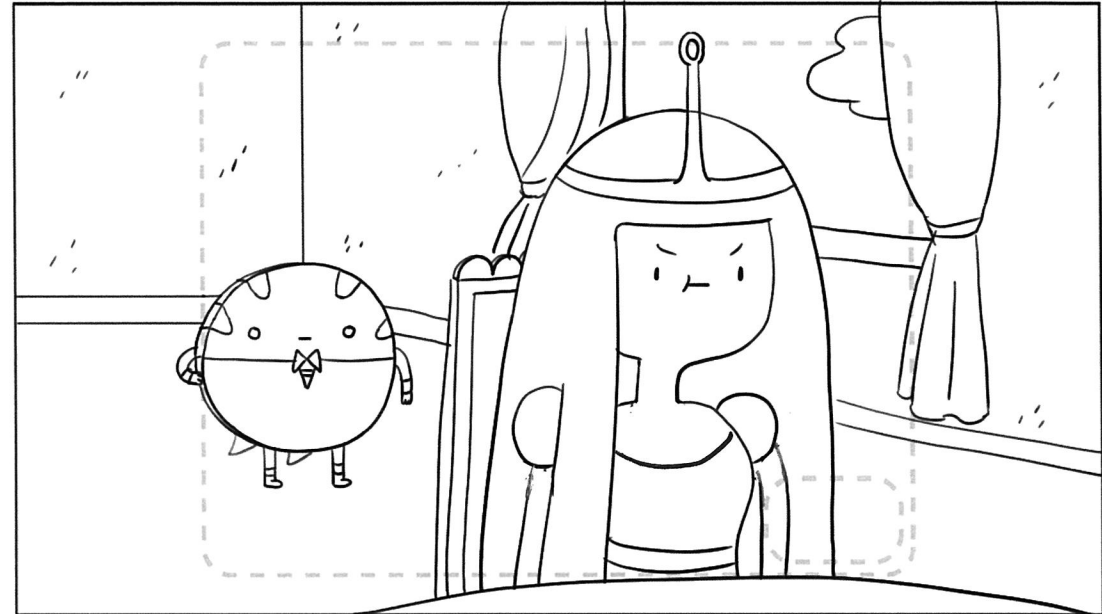


Sc. 80

Pnl. A

Bg.

day night



Dialog:

Action:

- SP. FLIES OFF/S.

Timing:

EPISODE #

1042-251

Production :

# ADVENTURE TIME



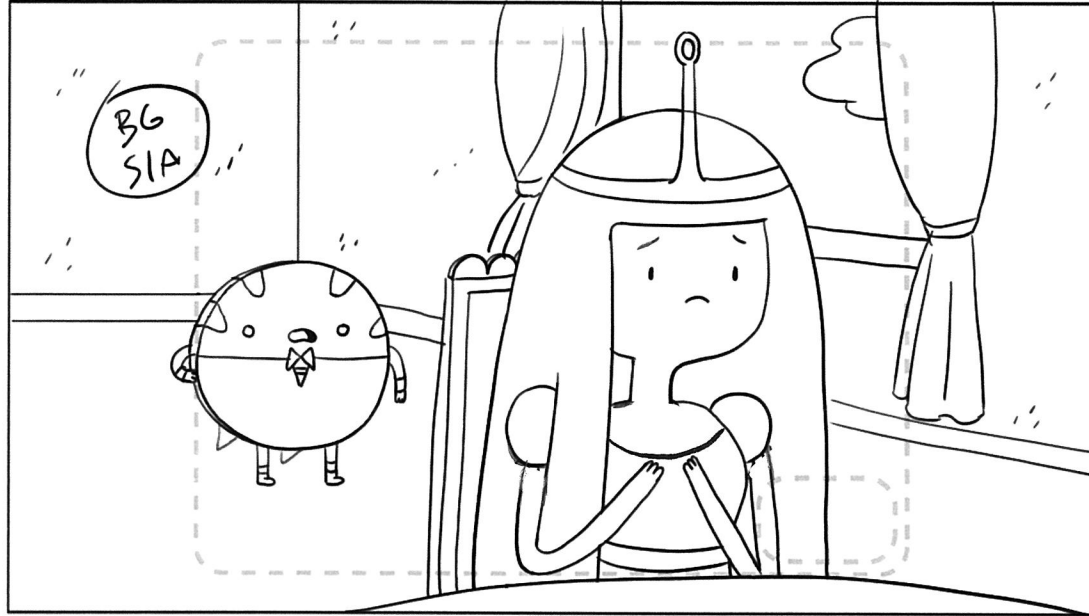
Page 150

Sc. 80

Pnl. B

Bg.

day night

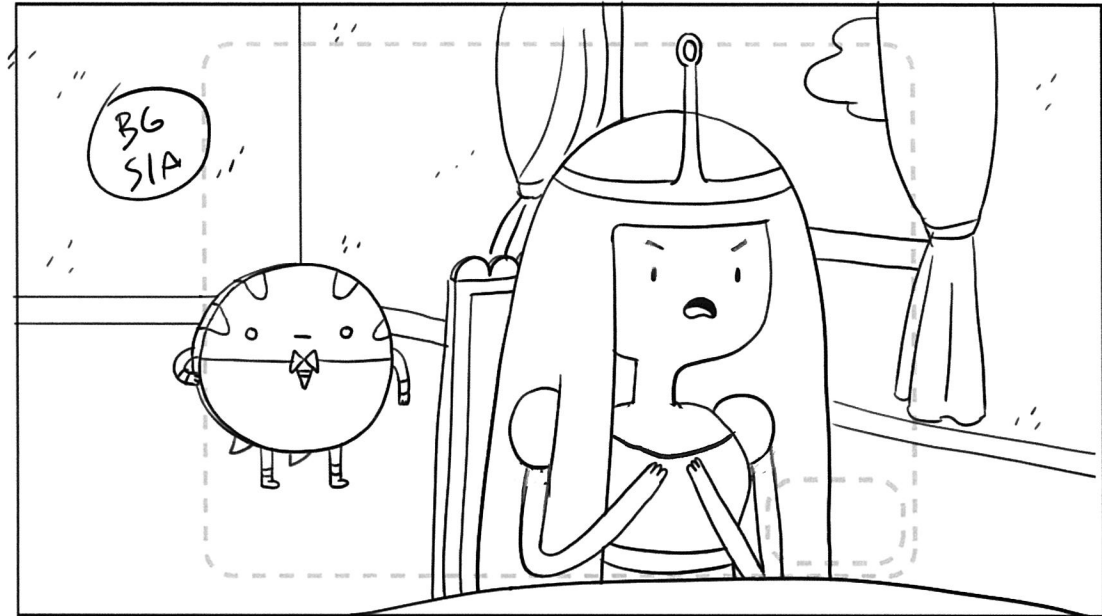


Sc. 80

Pnl. C

Bg.

day night



Dialog:

RepB: I don't think this is really about slime.

SP: BUH!

Action:

Timing:

1042-251

EPISODE #

Production :

# ADVENTURE TIME



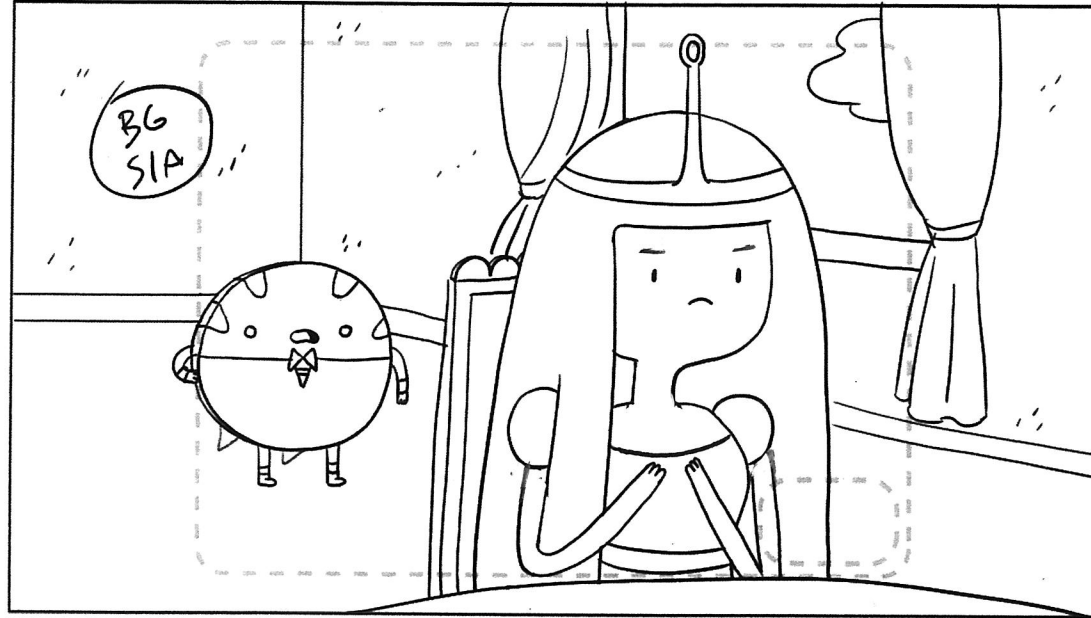
Page 150A

Sc. 80

Pnl. C-1

Bg.

day night

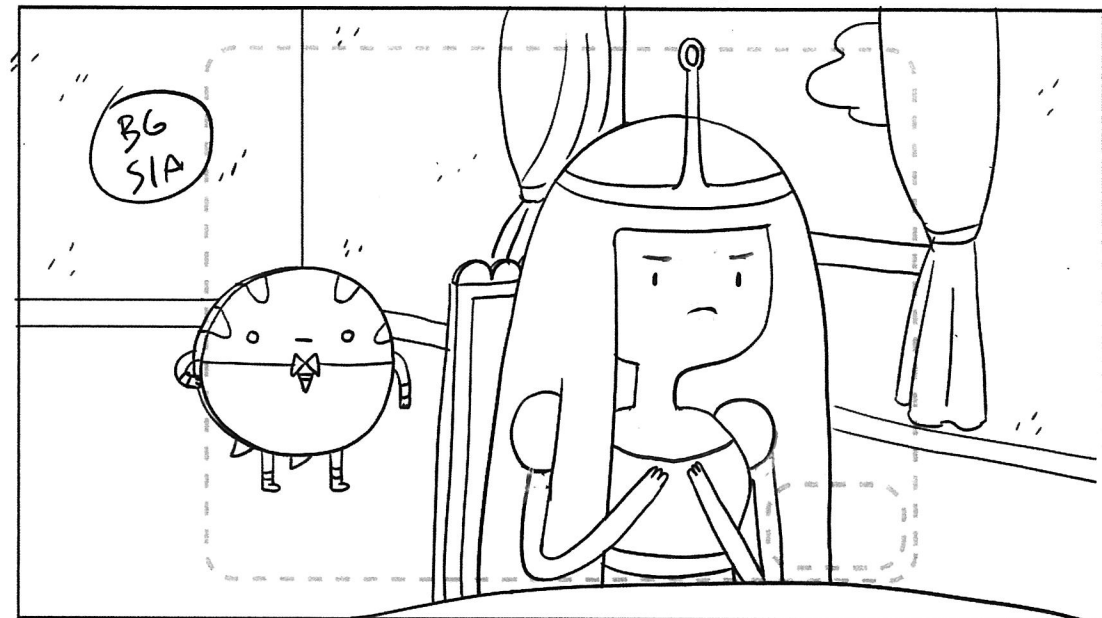


Sc. 80

Pnl. C-2

Bg.

day night



Dialog:

PepB: SEEMS LIKE YOU'RE OVERCOMPENSATING  
FOR SOMETHING ...

Action:

Timing:

EPISODE #

1042-251

Production :



# ADVENTURE TIME



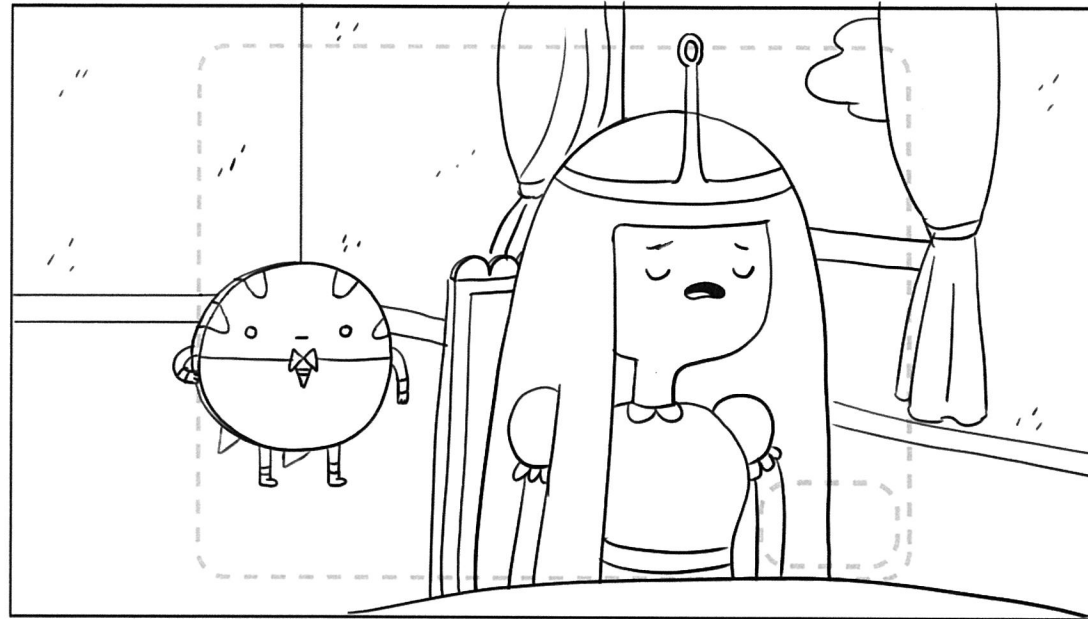
Page 151

Sc. 80

Pnl. D

Bg.

day night

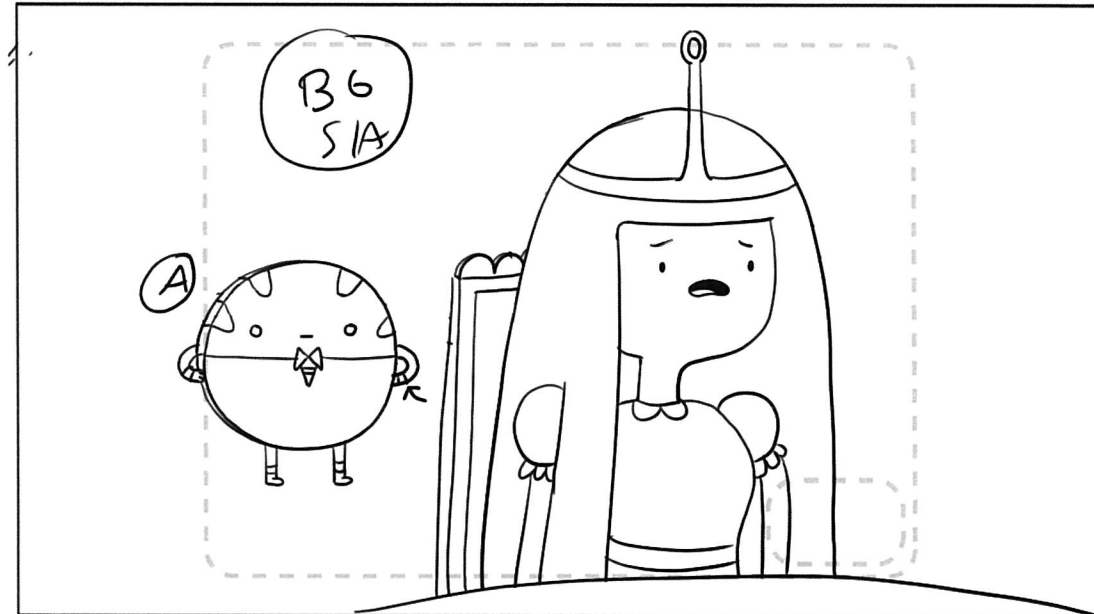


Sc. 80

Pnl. E

Bg.

day night



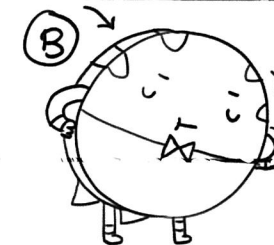
Dialog:

PB: \*SIGH\* It's just that ...

PB: The Candy Kingdom's supposed to be --

Action:

PepB nods  
A, B, A



Timing:

1042-251

EPISODE #

Production :

# ADVENTURE TIME



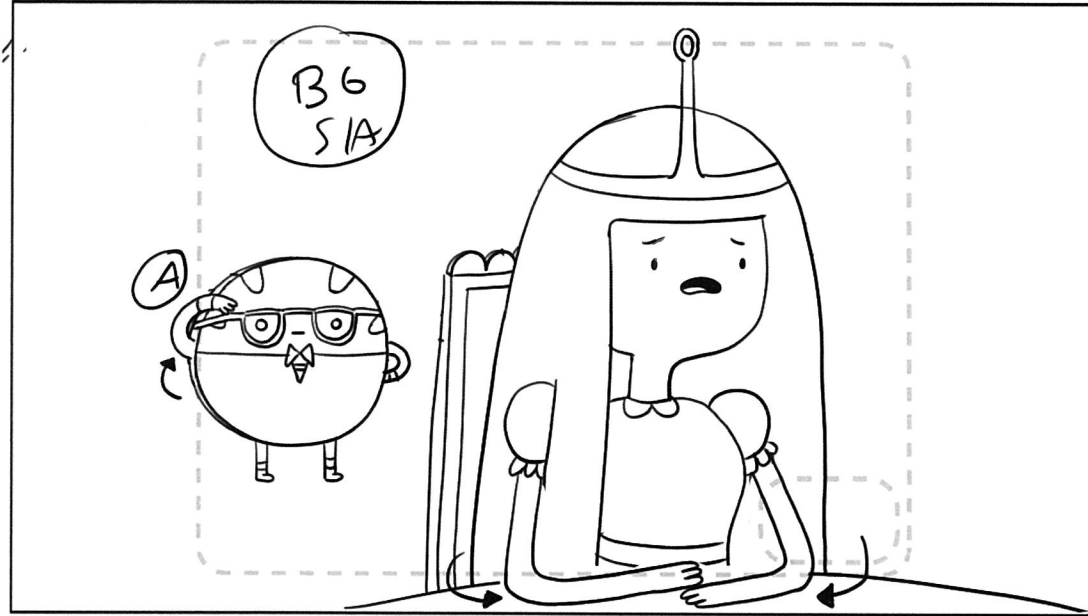
Page 152

Sc. 80

Pnl. 7

Bg.

day night

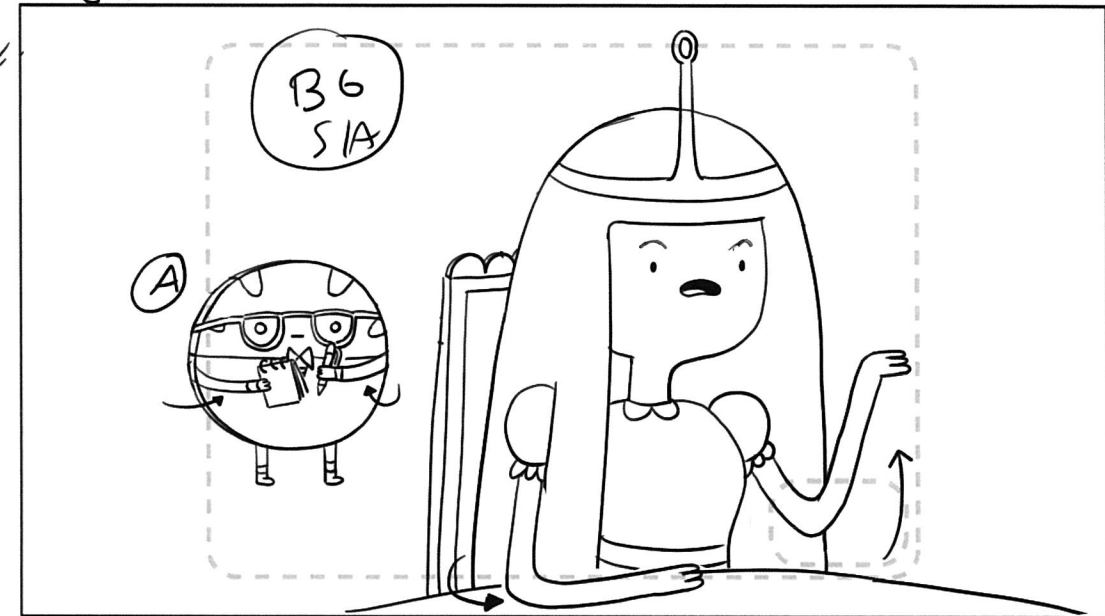


Sc. 80

Pnl. 6

Bg.

day night



Dialog:

PB : a reflektion of me...

PB : but it turns out --

Action:

PepBut puts on therapist glasses.

PepBut takes out pad.

Timing:

EPISODE #

1042-250

Production :

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ADVENTURE TIME

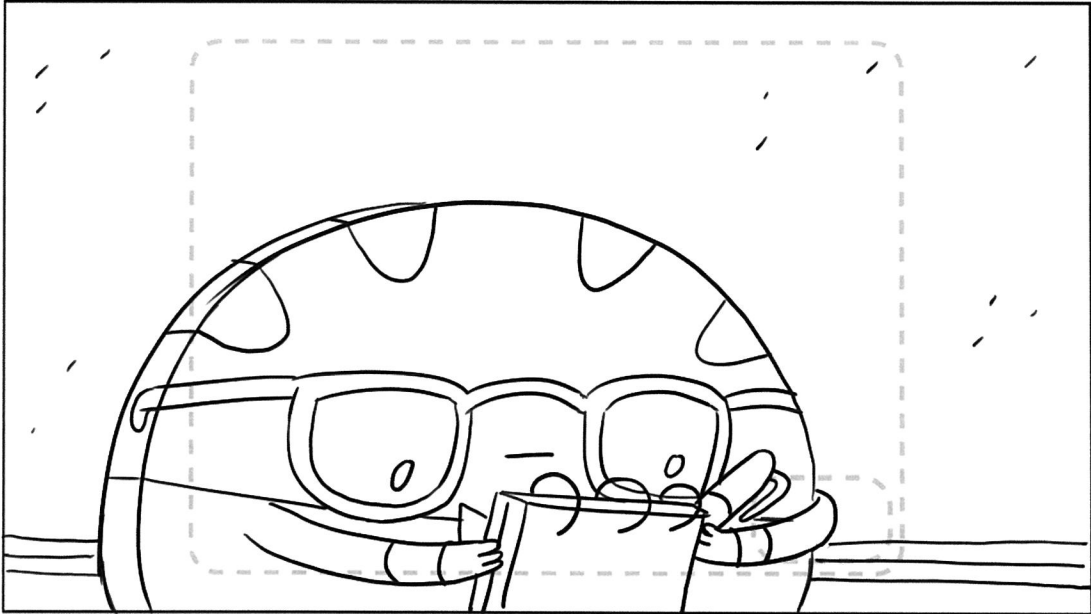


Sc. 81

Pnl. A

Bg.

day night

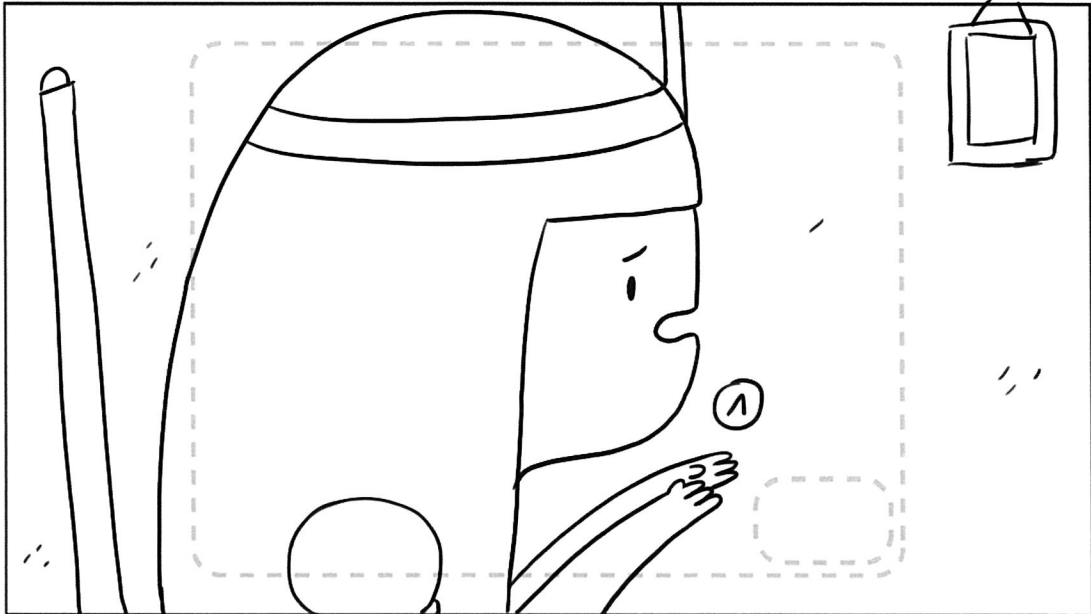


Sc. 82

Pnl. A

Bg.

day night



Dialog:

PB : I don't know who that is.

PB : I've lived my whole life,  
while having this talent I knew nothing about.

Act

Tim

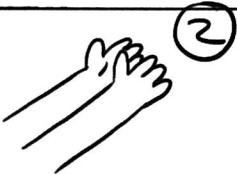


A

write cycle

A, B, A, B

B



EPISODE #

Production :

1042-256

# ADVENTURE TIME



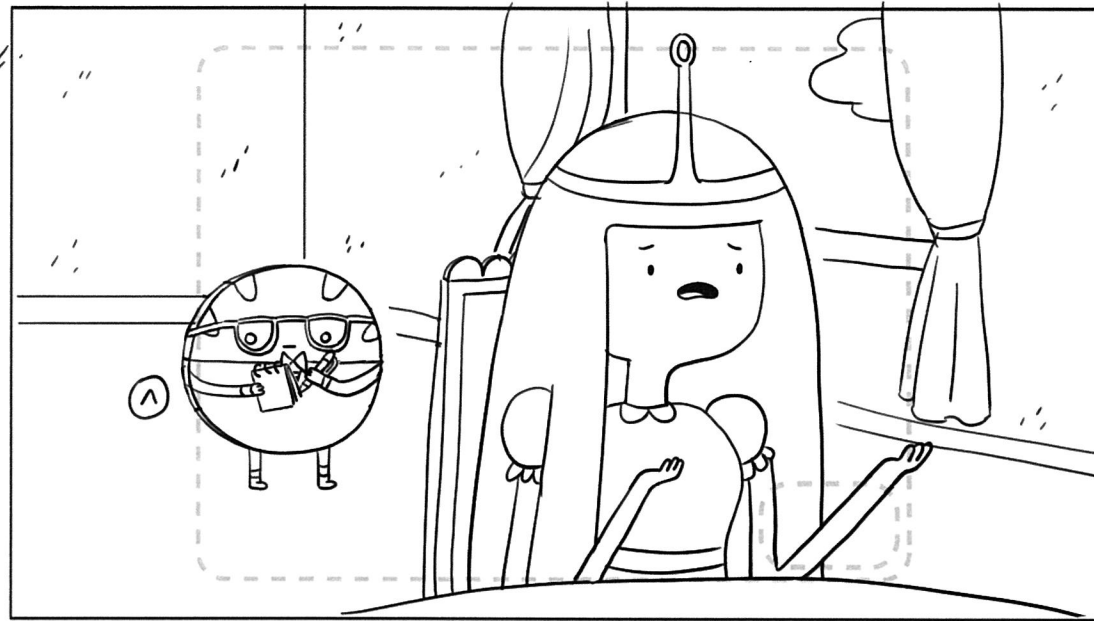
Page 154

Sc. 83

Pnl. A

Bg.

day night

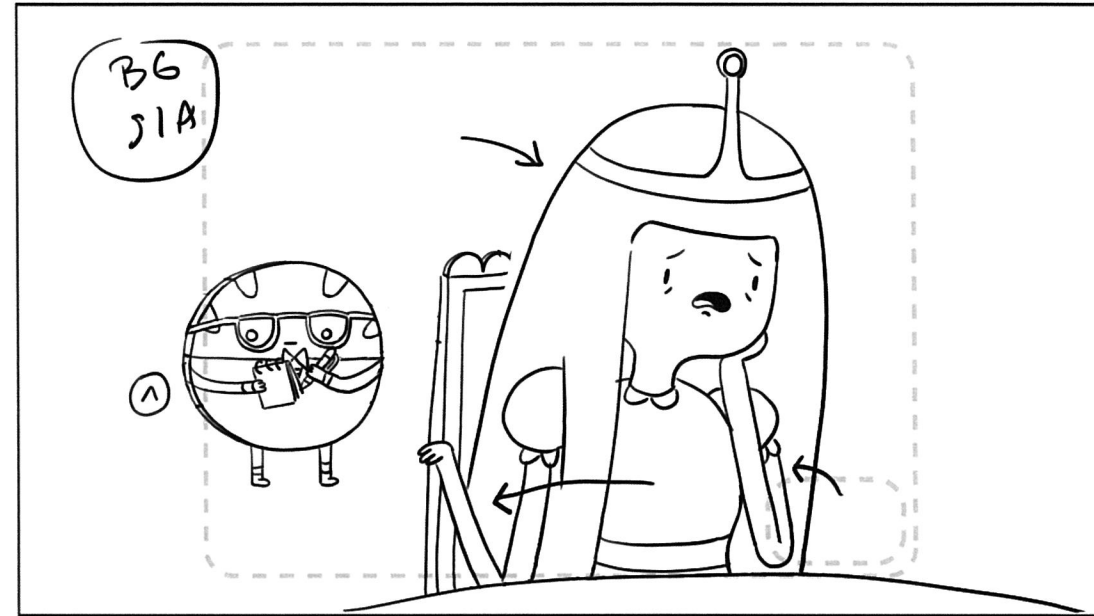


Sc. 83

Pnl. B

Bg.

day night



Dialog:

PB: I'm a scient'hst and, I ignored --

PB: CRUCIAL DATA ABOUT MYSELF.  
WHAT IF I --

Action:



Timing:

1042-251

EPISODE #

Production :

# ADVENTURE TIME



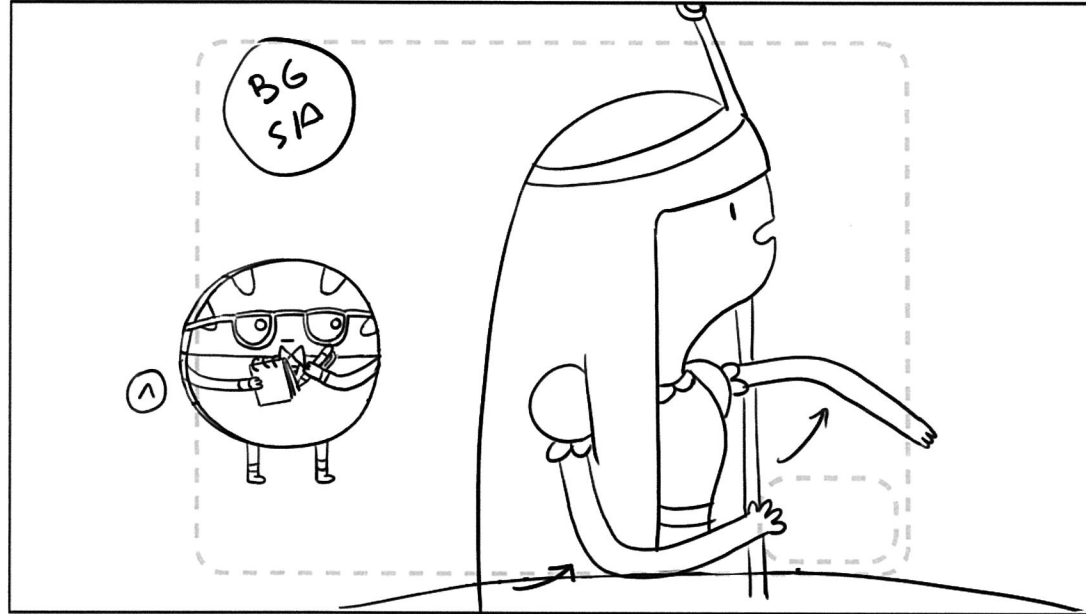
Page 155

Sc. 83

Pnl. C

Bg.

day night

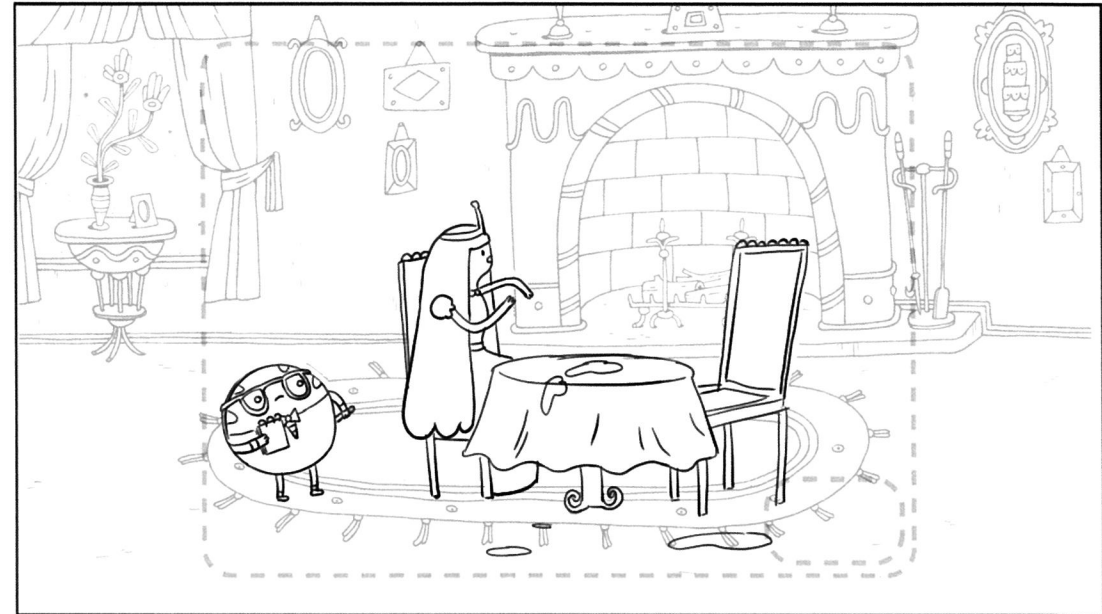


Sc. 84

Pnl. A

Bg.

day night



Dialog:

SFX \* SIREN \*

SFX: \* SIREN \*

Action:

- WARNING BELLS GO OFF.

Timing:

EPISODE # 1042-251

Production :

# ADVENTURE TIME



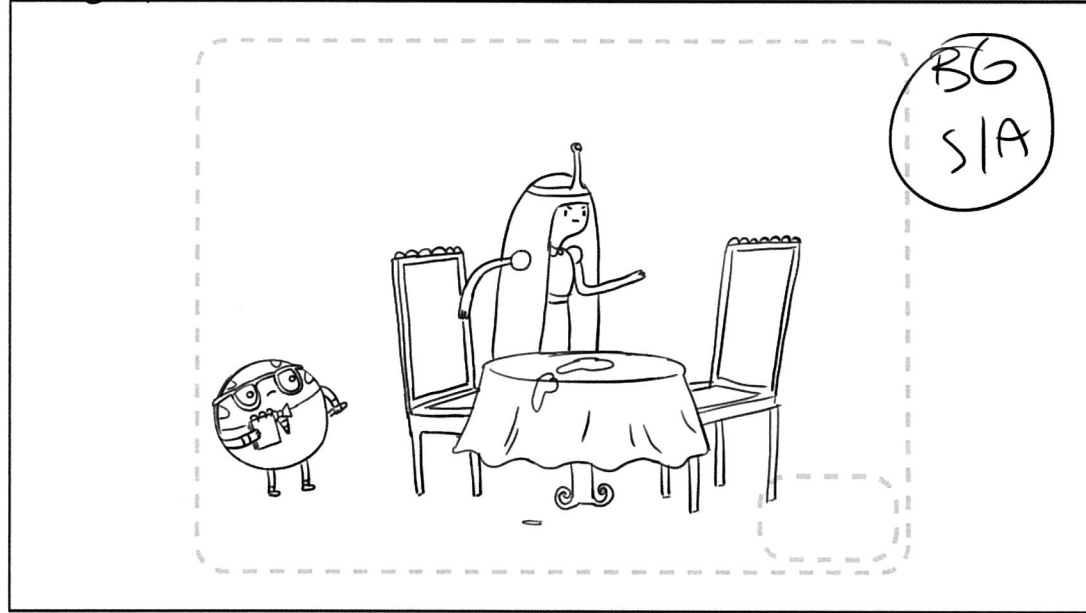
Page 156

Sc. 84

Pnl. B

Bg.

day night

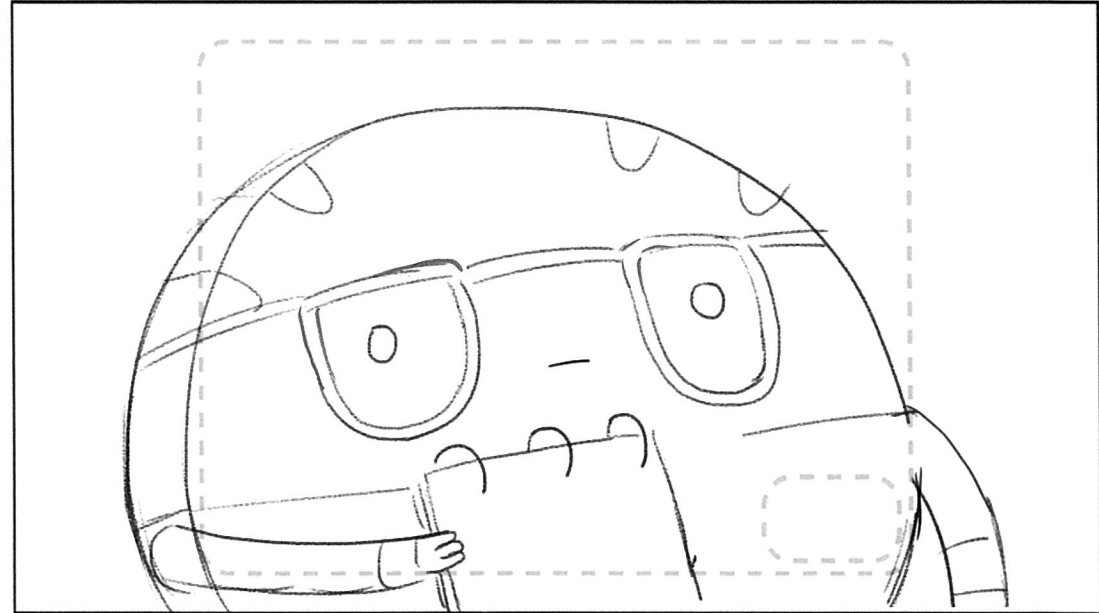


Sc. 85

Pnl. A

Bg.

day night



Dialog:

SFX: \*SIREN\*

Action:

-PB STANDS UP.

Timing:

EPISODE #

1042-250

Production :

# ADVENTURE TIME



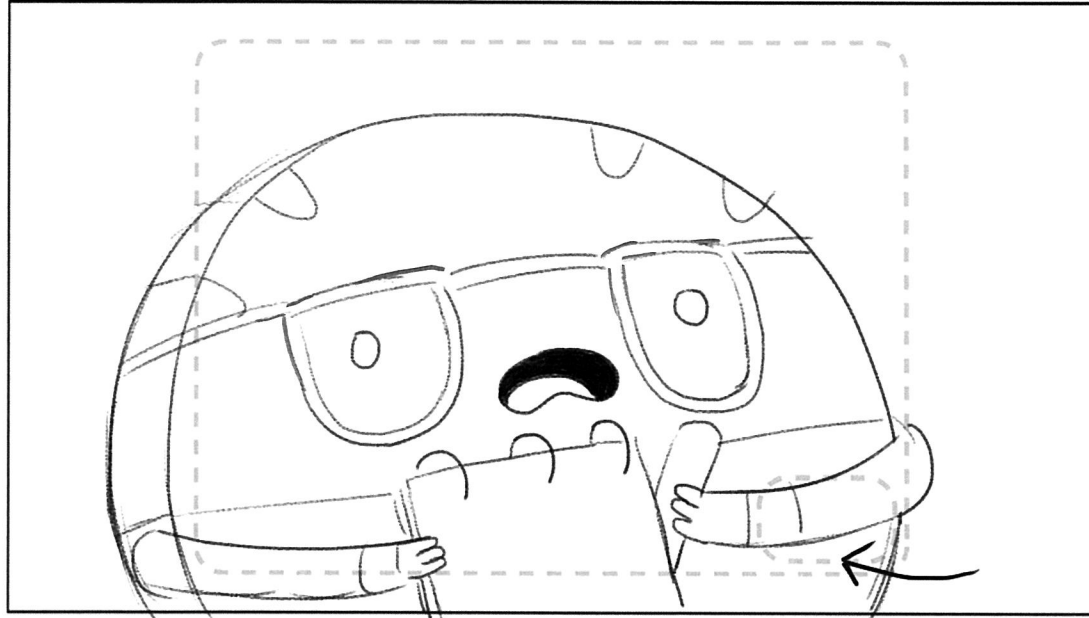
Page 157

Sc. 85

Pnl. B

Bg.

day night

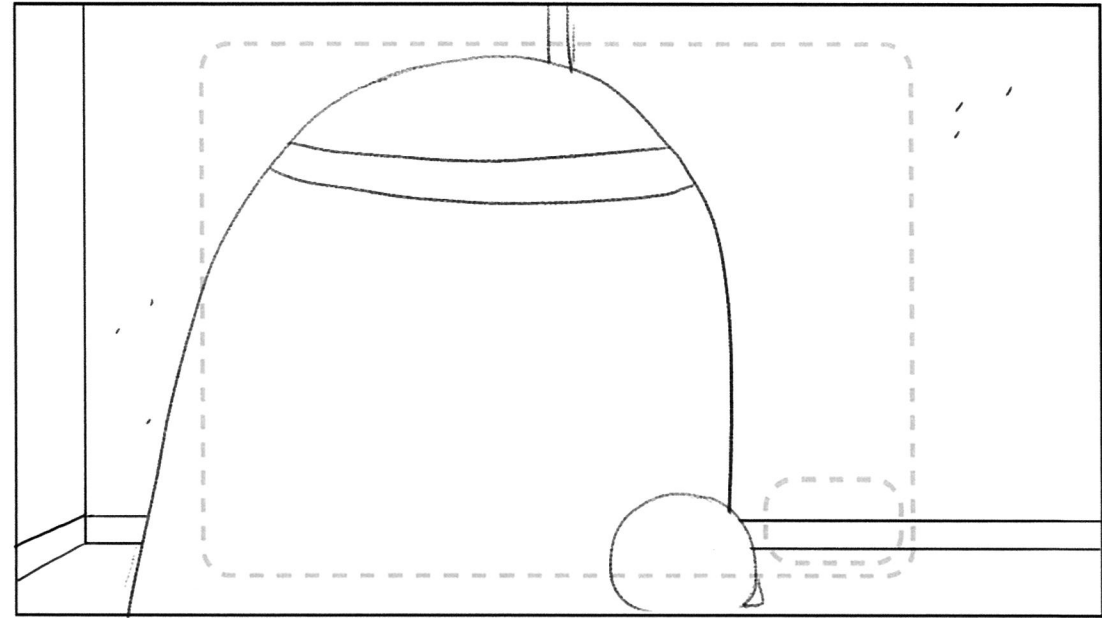


Sc. 86

Pnl. A

Bg.

day night



Dialog:

PepB : Wait! We were so close to a breakthrough.

Action:

Timing:

EPISODE #

1042-251

Production :

ADVENTURE TIME



Sc. 86 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:

PB: I don't have time for breakthroughs.

Action:

- PB TURNS TO LOOK AT PEP-BUT.

Timing:

1042-251

EPISODE #

Production :

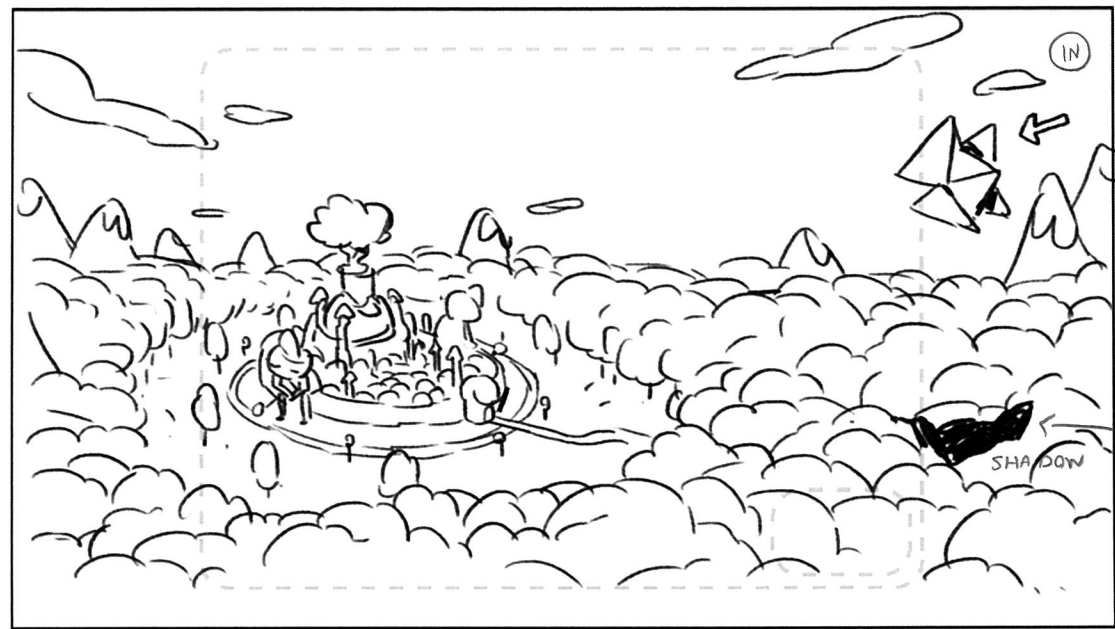


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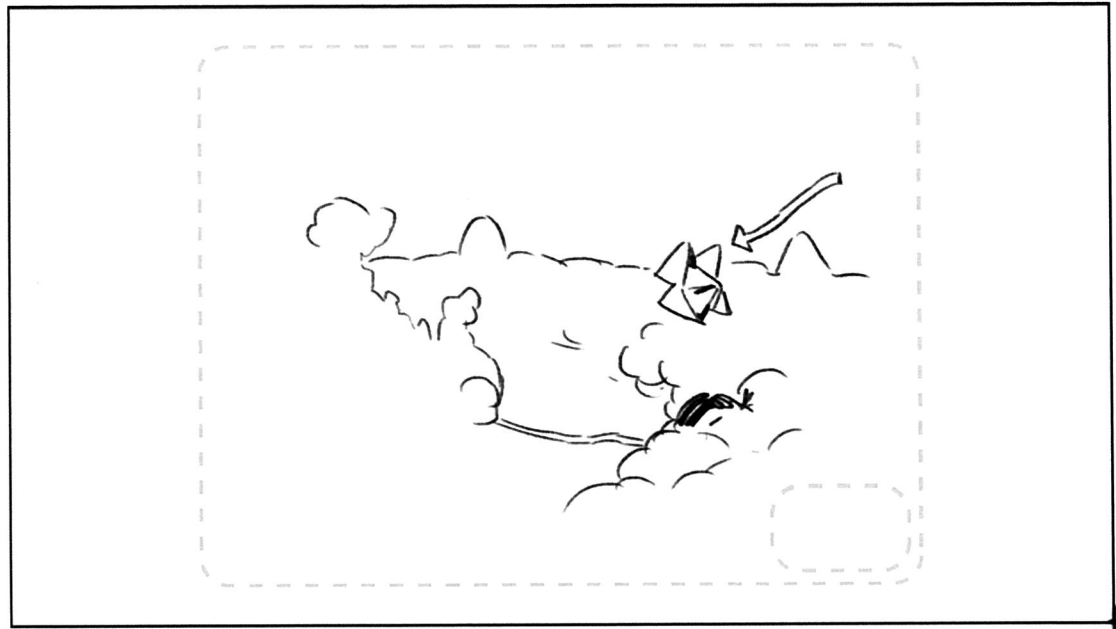
ADVENTURE TIME



Sc. 86A Pnl. A Bg. day night



Sc. 86A Pnl. B Bg. day night



Dialog:

Action: - CRYSTAL  
FORTUNE  
TELLER  
FLOATS ON/S



GUMBALL  
GUARDIANS  
"SLEEPING"

BANANA GUARD # 1: (9/5) C'MON, C'MON ...

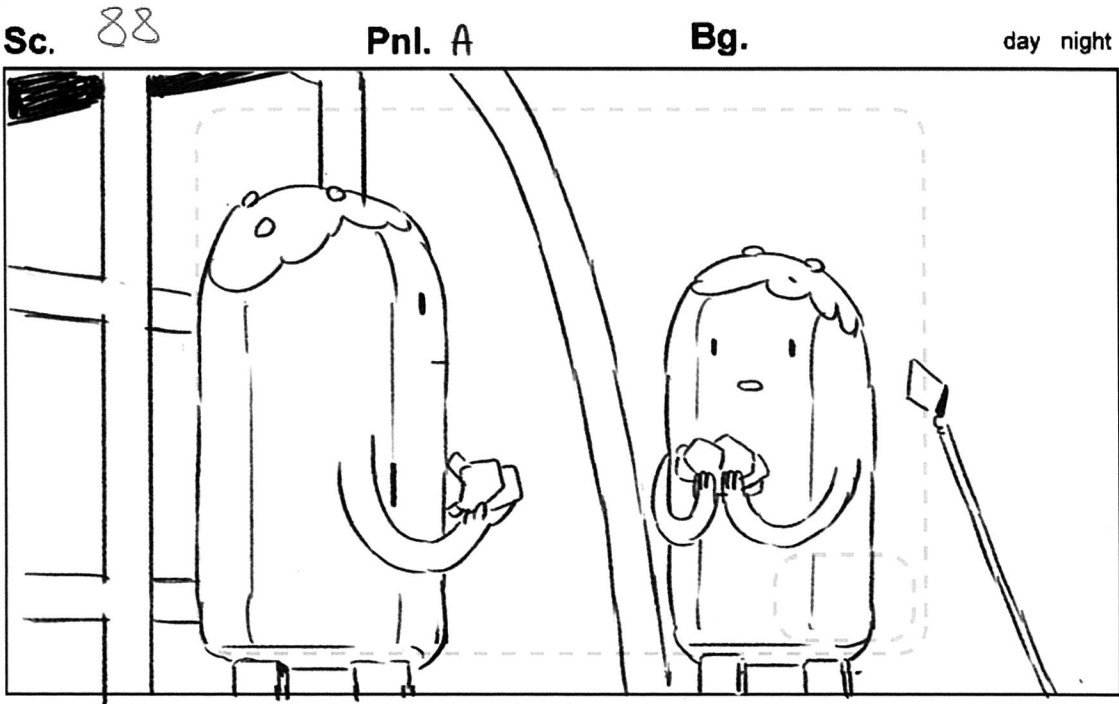
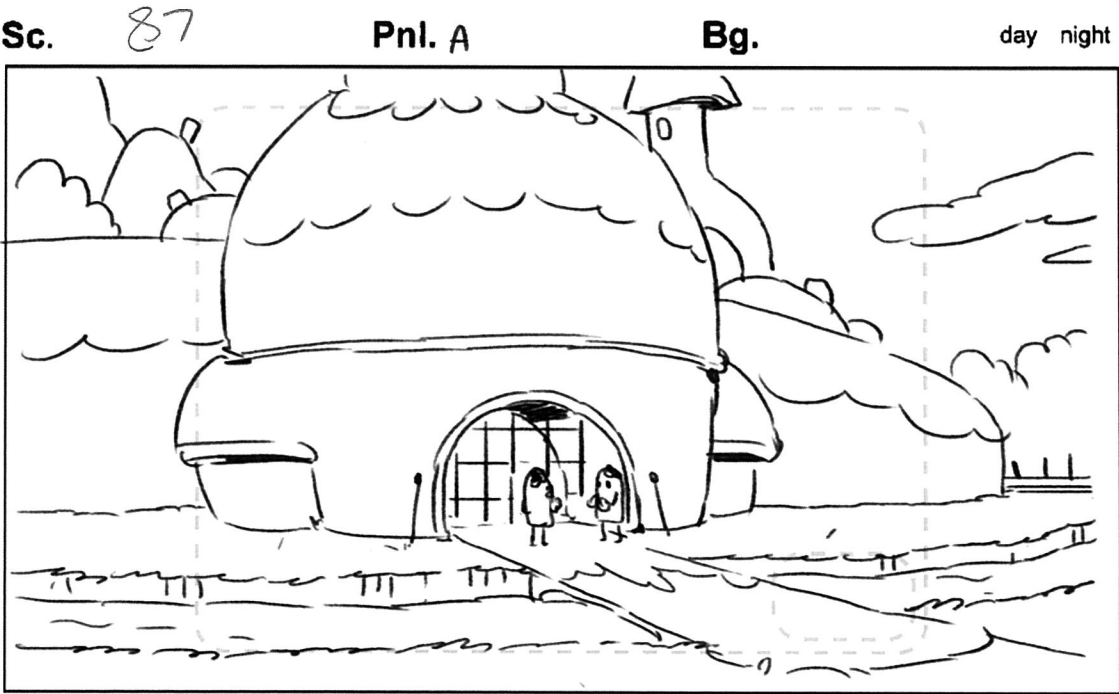
- crystal fortune-teller flies toward Candy Kingdom


Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:	BG#1 : GIMMIE A GOOD DEAL THIS TIME.	BG#2 : OK, I'LL TRADE YOU A PIG... FOR AN...
Action:	( BananaGuardians trading 'CardWars' cards )	
Timing:	 (B)	

1042-250  
EPISODE #  
Production :

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ADVENTURE TIME

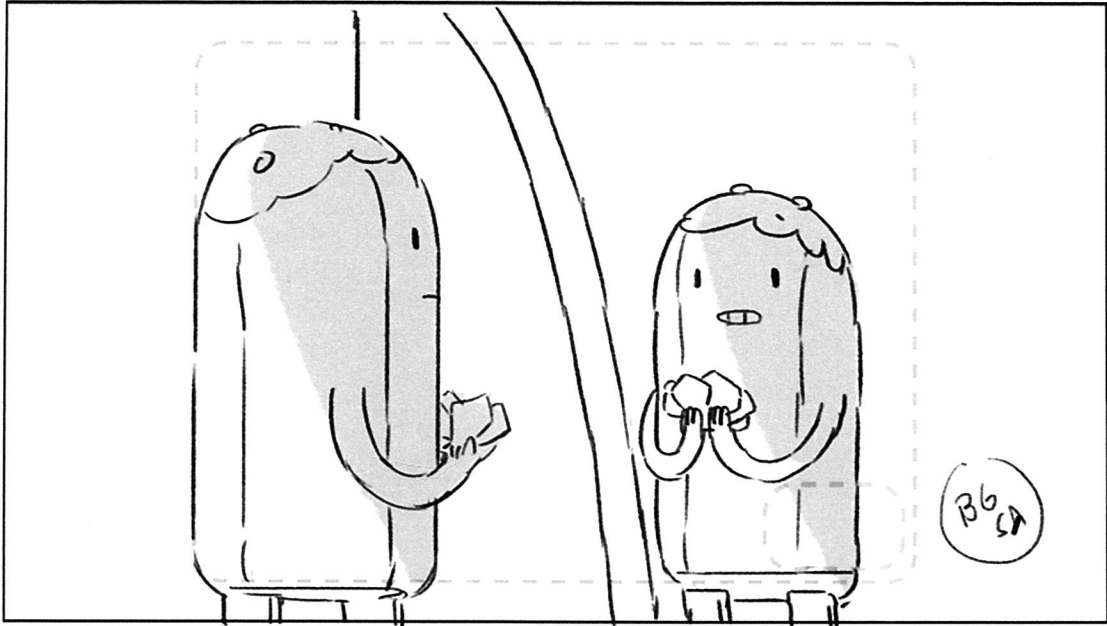


Sc. 88

Pnl. B

Bg.

day night

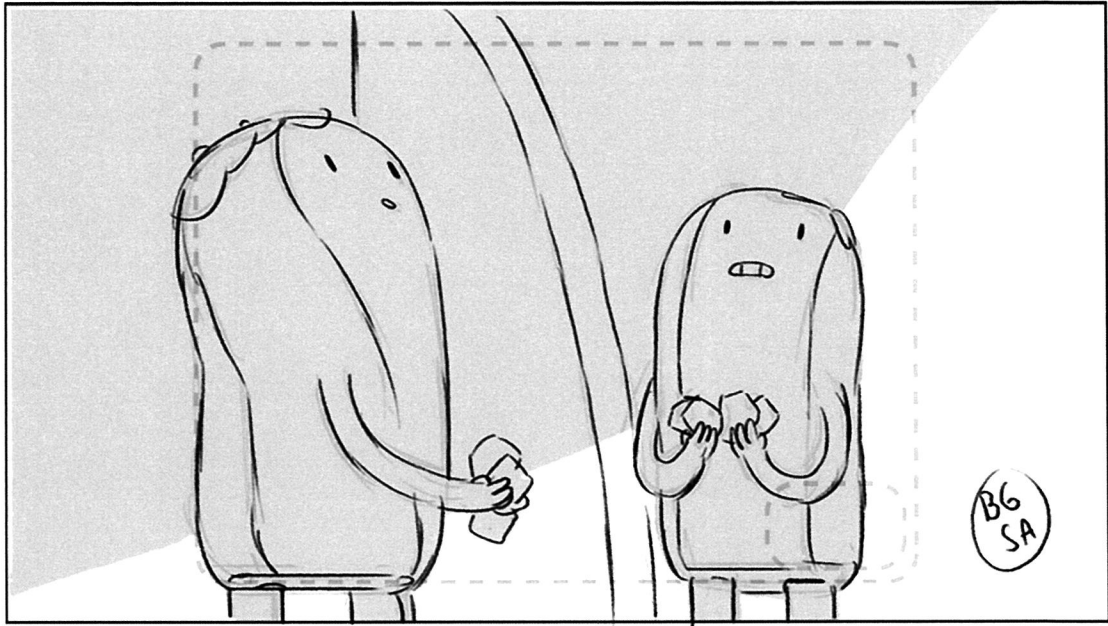


Sc. 88

Pnl. C

Bg.

day night



Dialog:	<p><u>BG#2</u> : ... ANCIENT SCHOLARRR--</p> <p><u>BG#2</u> : -- RRR-UH-OH.</p>	
Action:	<p>(a shadow pass over)</p> <p>- B.GUARDS LOOK UP.</p>	
Timing:		

EPISODE # 1042-250  
Production :

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ADVENTURE TIME



Sc. 88

Pnl. 0

Bg.

day night

Sc. 89

Pnl. A

Bg.

day night

Dialog:

BG # 1: PRETTY.

Action:

Timing:

(Kids playing hopscotch)

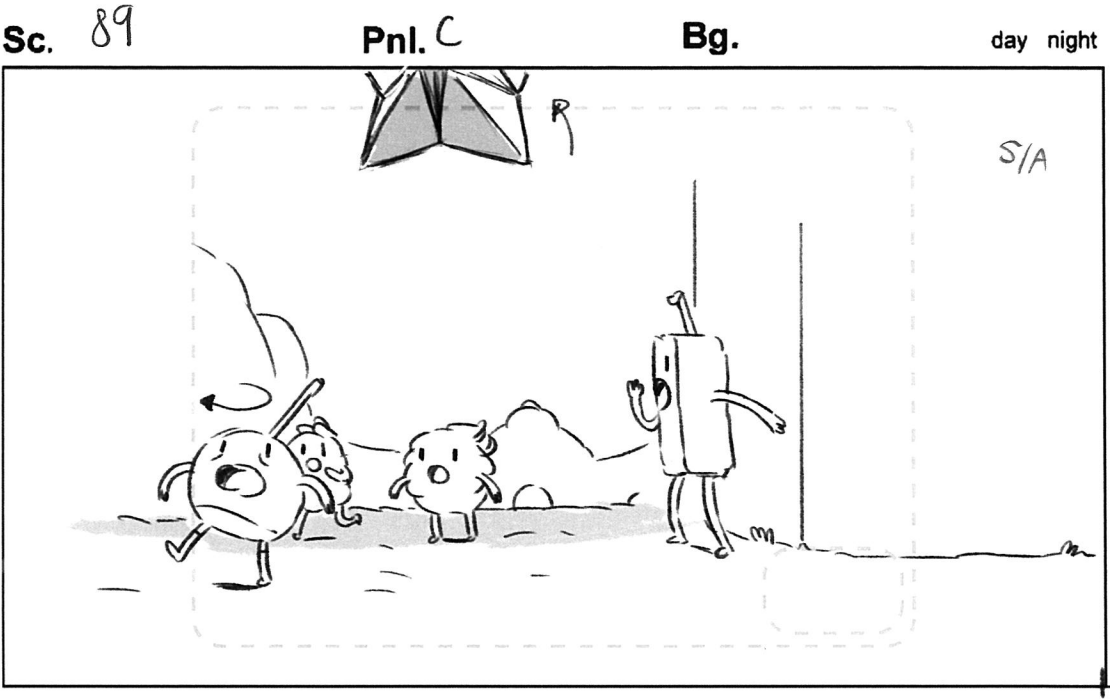
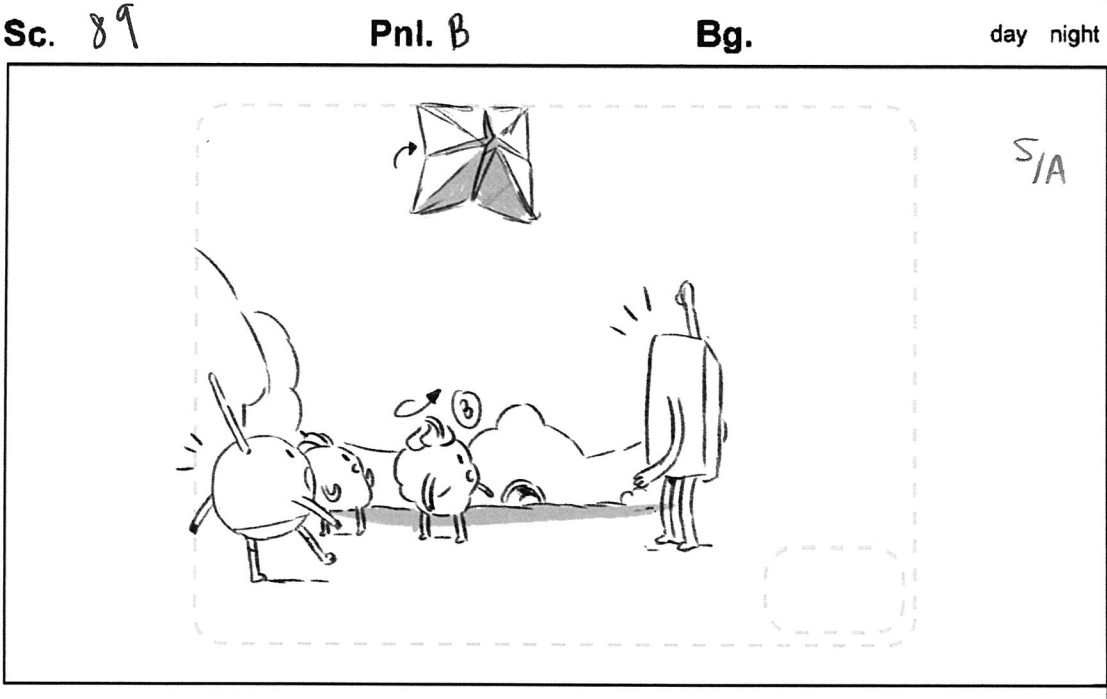
A, B, C, D, C, D

EPISODE # 1042-250

Production :

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# ADVENTURE TIME



Dialog:	SFX: * WHOOSH/RUMBLING *		JUICE BOX: RUN SKIBBLES !!
Action:		~ FORTUNE TELLER FLOATS CLOSER.	
Timing:			

1042-250

EPISODE #

Production :

ADVENTURE TIME

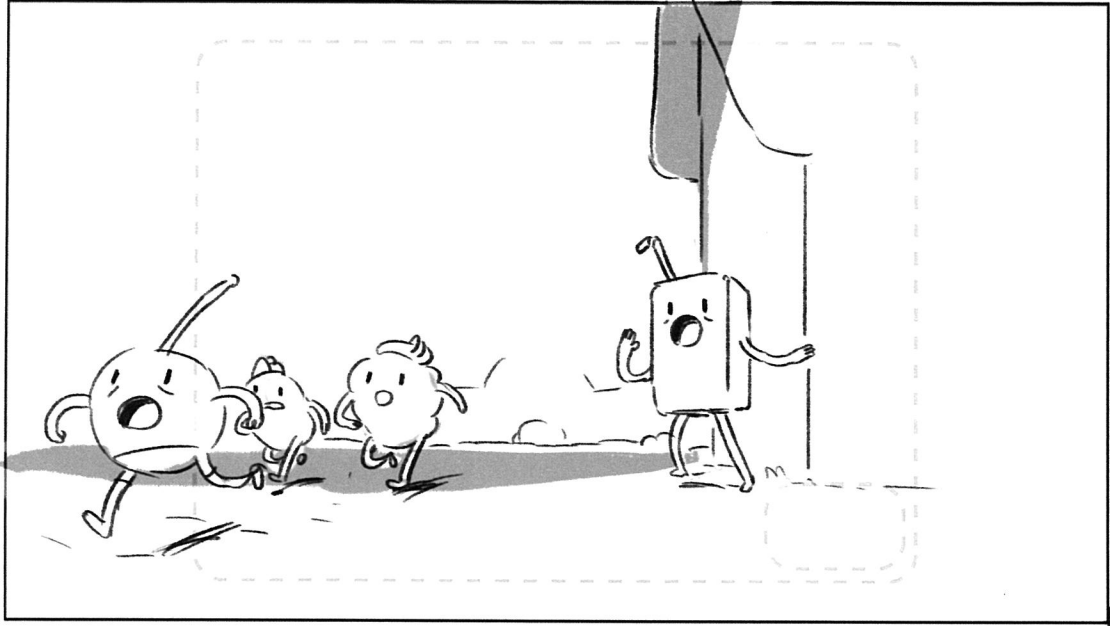


Sc. 89

Pnl. 0

Bg.

day night

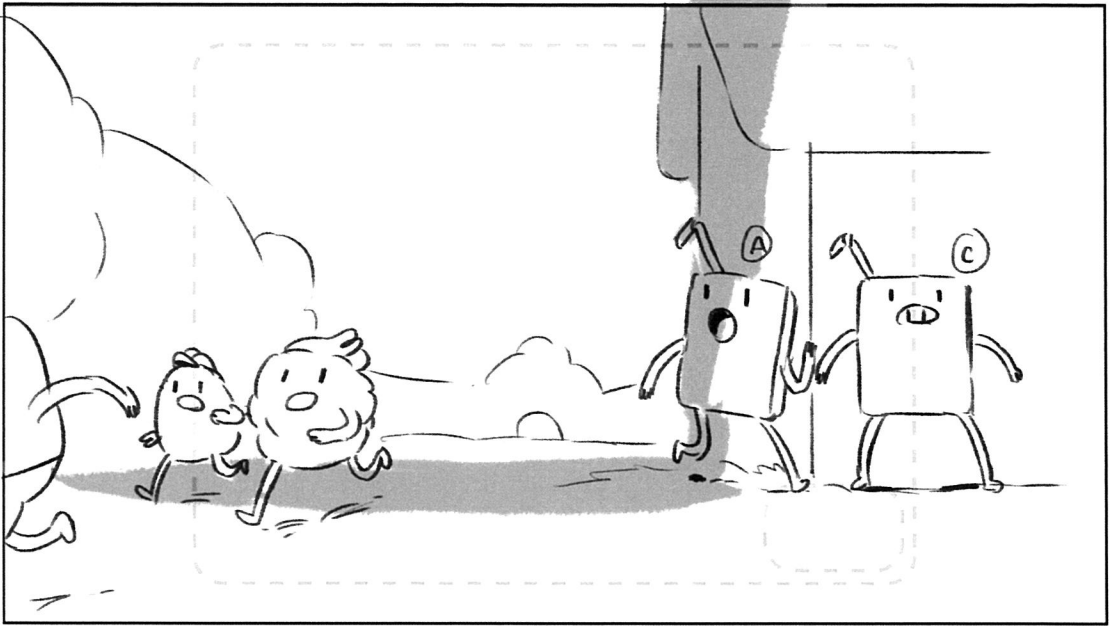


Sc. 89

Pnl. E

Bg.

day night



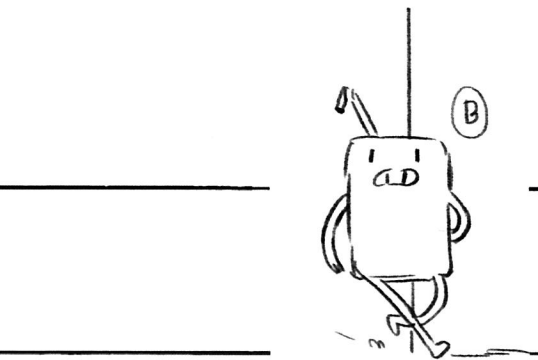
Dialog:

JB: RUN LIKE SYRUP!!

Action:

- CANDY KIDS RUN

Timing:



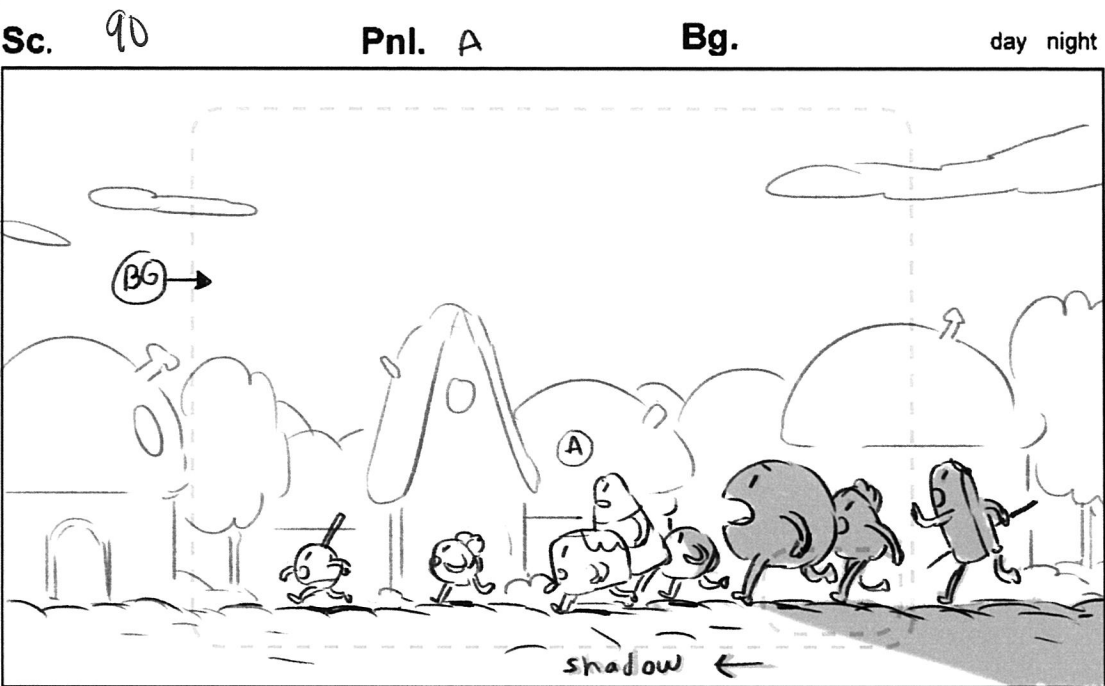
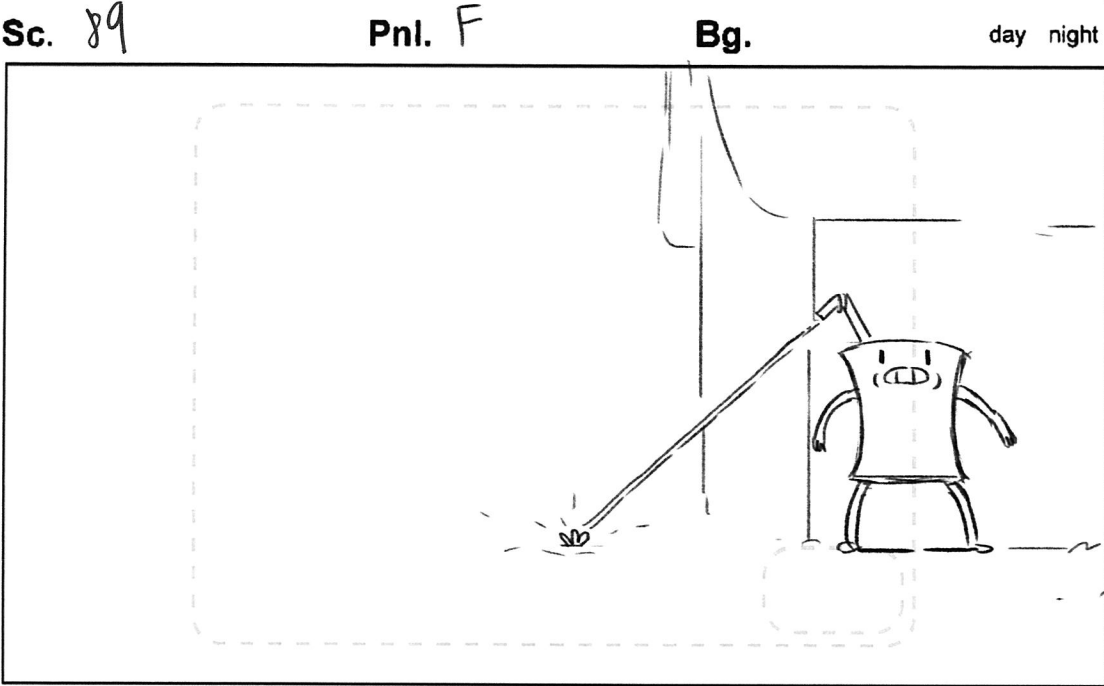
JUICE BOX.  
(hides round the edge)

1042-250

EPISODE #

Production :

ADVENTURE TIME



**Dialog:**  
SFX: (tinklesound)

**Action:**  
- SHADOW CONTINUES 9/5.

**Timing:**  
- JUICEBOX INHALES/ SHOOTS OUT JUICE STREAM.

**Character Labels:**  
A B

**Text:**  
CANDY PPL: PRINCESS BUBBLEGUM! PRINCESS BUBBLEGUM!



ADVENTURE TIME

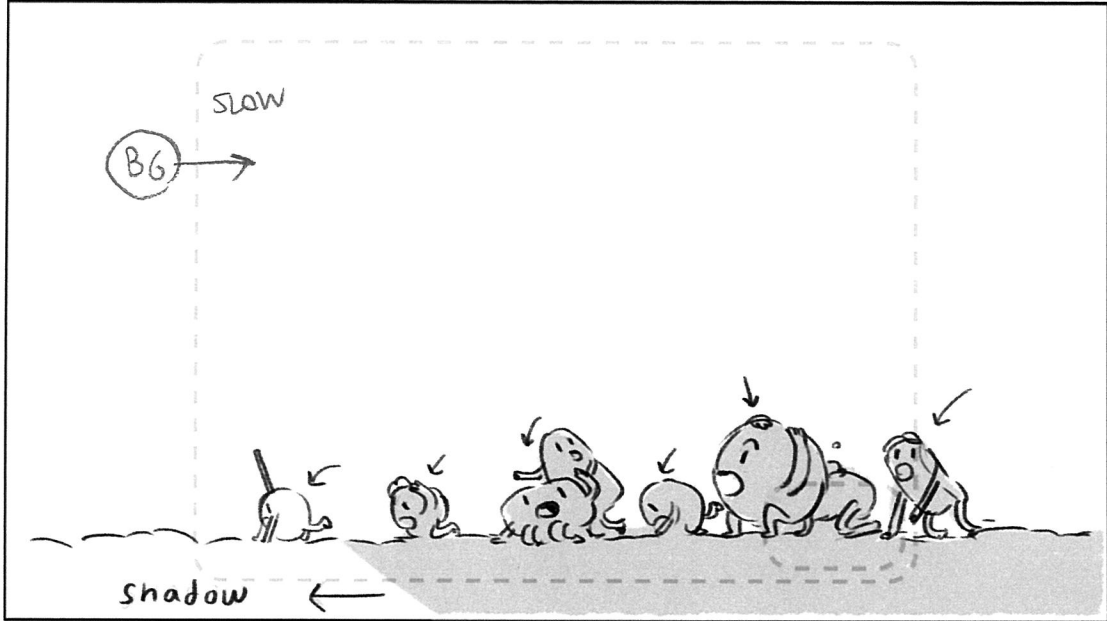


Sc. 90

Pnl. B

Bg.

day night

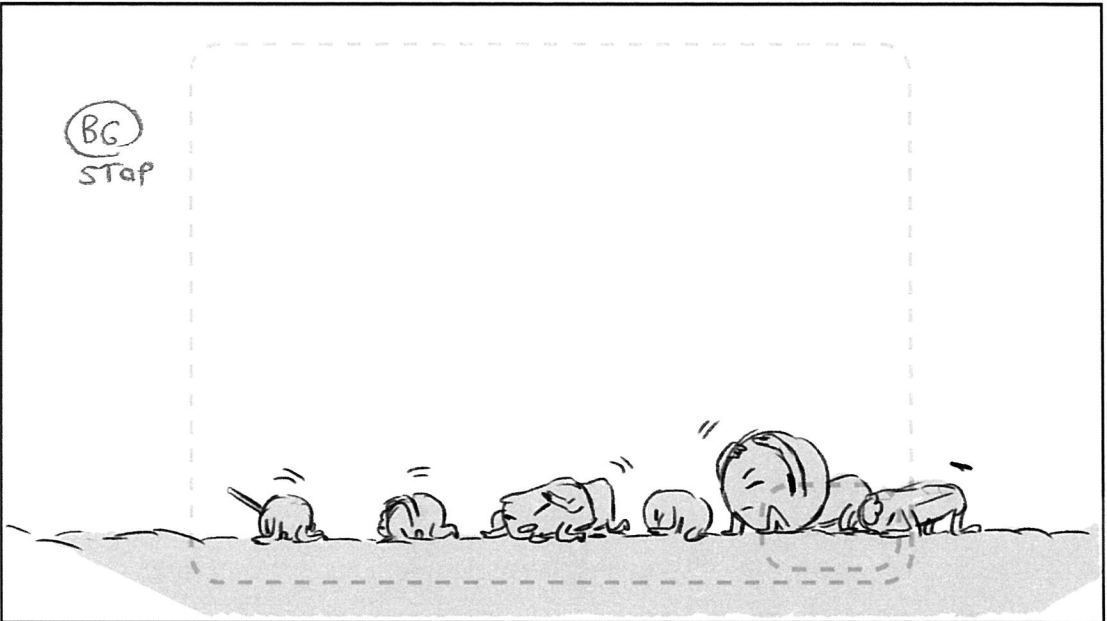


Sc. 90

Pnl. C

Bg.

day night



Dialog:

CANDY PPL: PRINCESS -- AHH!!

Action:

- SHADOW OVERTAKES CANDY PEOPLE, THEY DUCK. (nervous)

Timing:

1042-250

EPISODE #

Production :



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ADVENTURE TIME

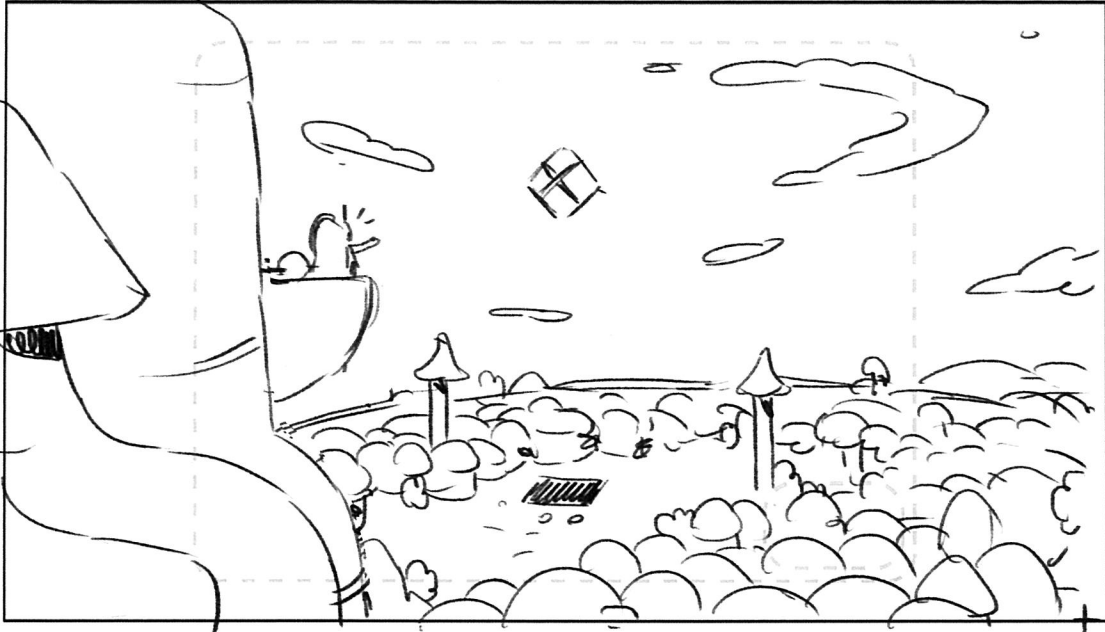


Sc. 91

Pnl. A

Bg.

day night

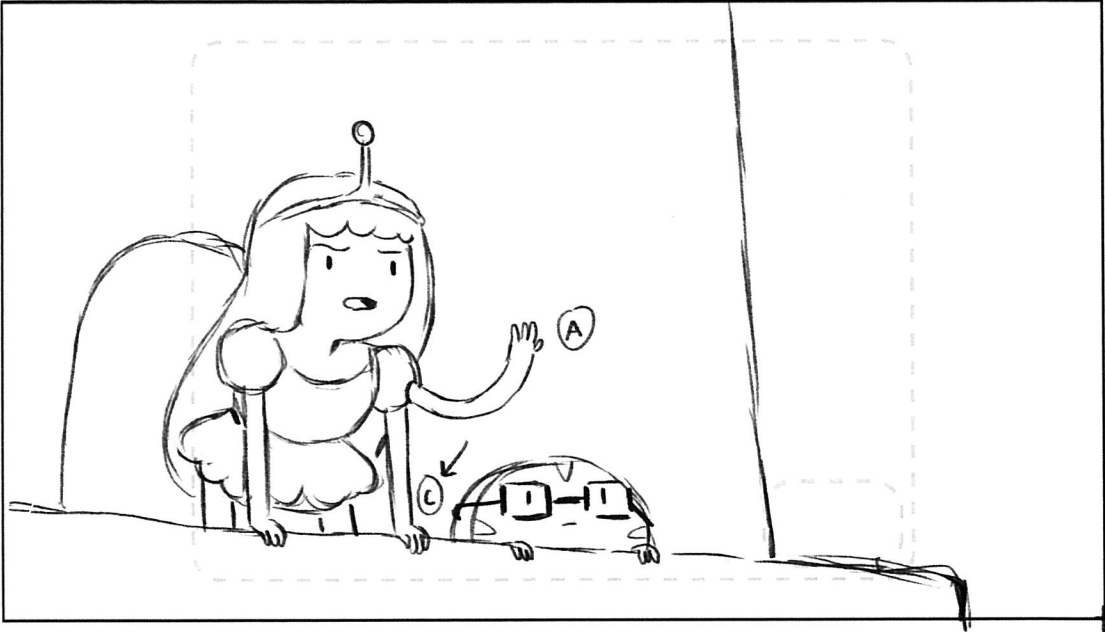


Sc. 92

Pnl. A

Bg.

day night



Dialog:

PB: SEE WHAT I MEAN?!

PB: THIS IS WHAT I HAVE TO DEAL WITH

Action:

- FT FLOATS ABOVE COWERING CANDY PEOPLE.

A,B,A,C



Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME

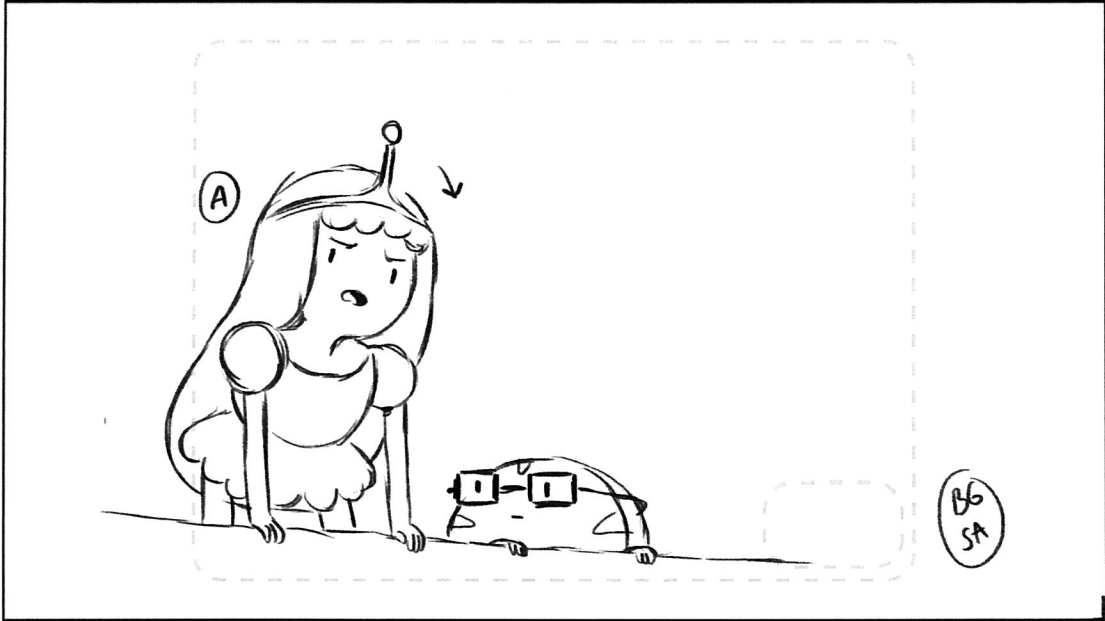


Sc. 92

Pnl. B

Bg.

day night

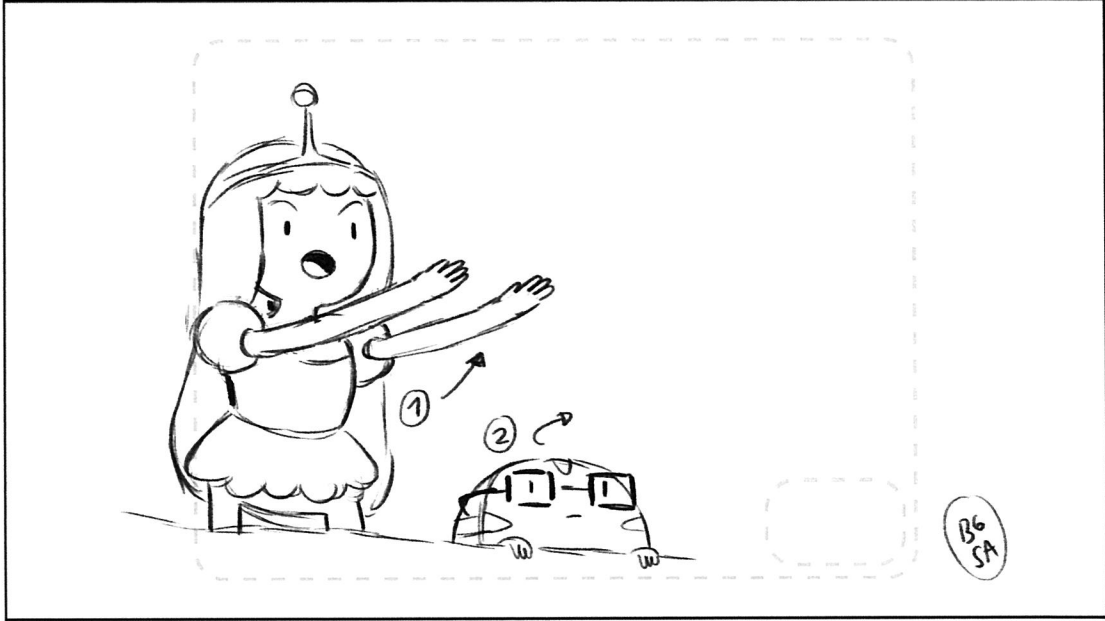


Sc. 92

Pnl. C

Bg.

day night

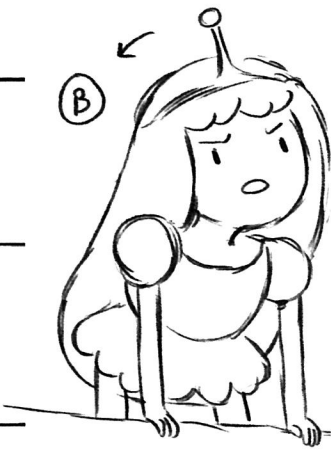


Dialog:

PB: A - GIANT, MYSTERIOUS,  
C WANNABE HEXAFEXAGON -

Action:

Timing:



PB: - CRYSTAL CREATURES !

EPISODE # 1042-250  
Production :

ADVENTURE TIME

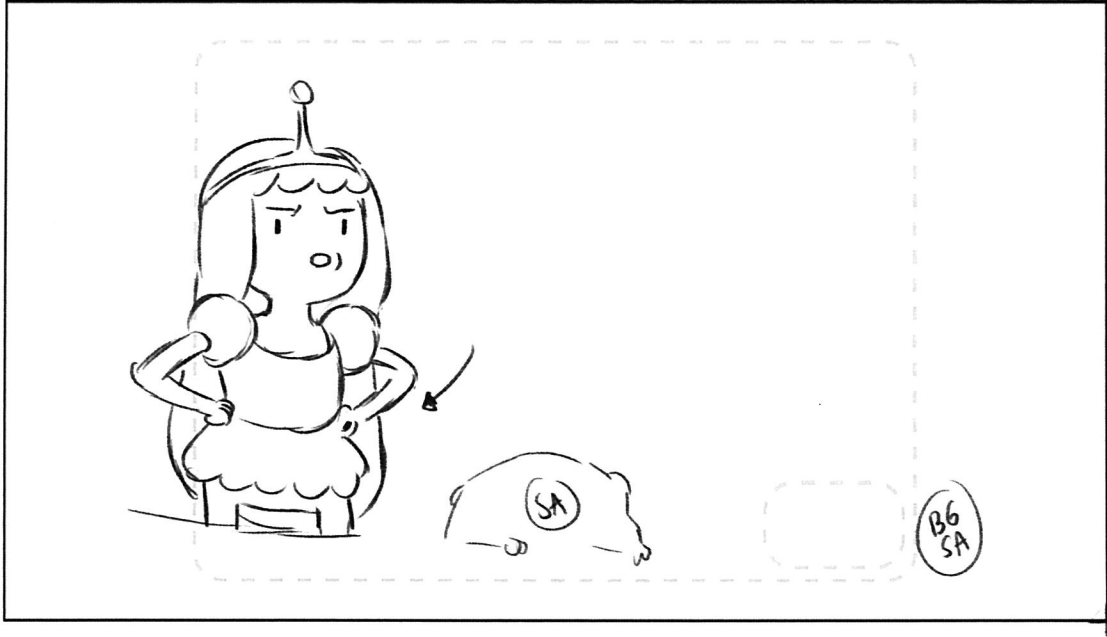


Sc. 92

Pnl. D

Bg.

day night

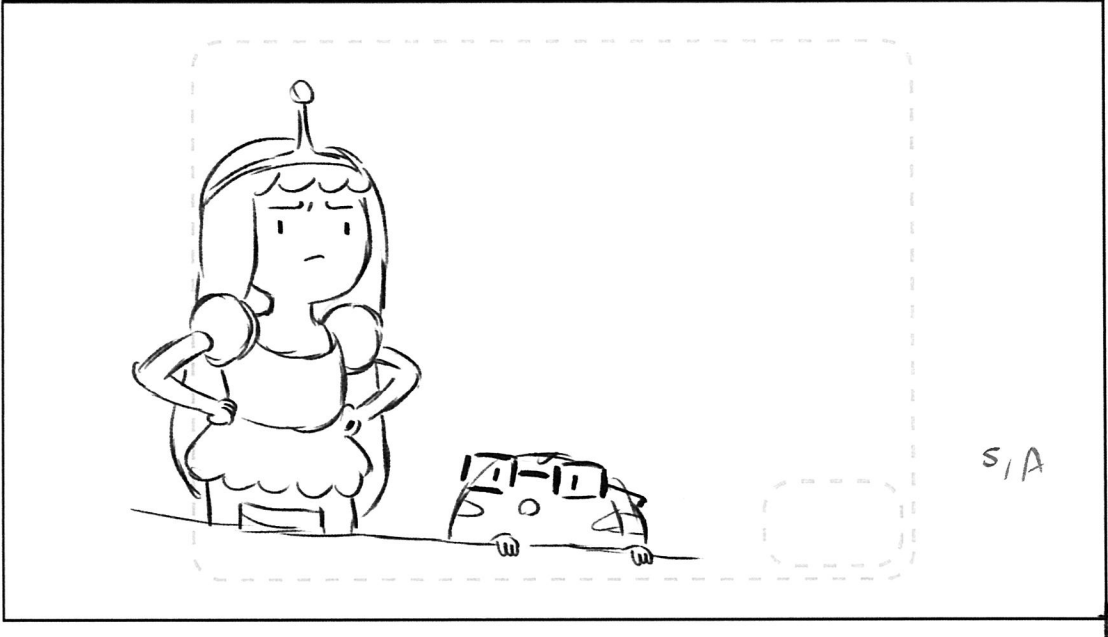


Sc. 92

Pnl. E

Bg.

day night



Dialog:	<u>PB</u> : (PFH!)	<u>PEP</u> : ALLOW ME PRINCESS.
Action:		
Timing:		

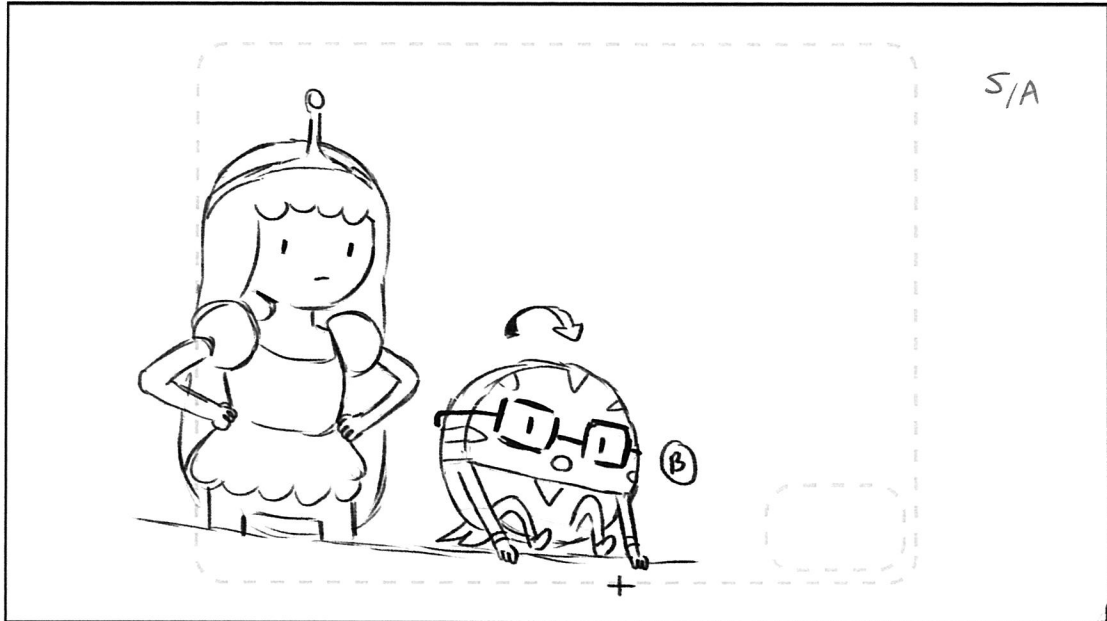
1042-250  
EPISODE #  
Production :

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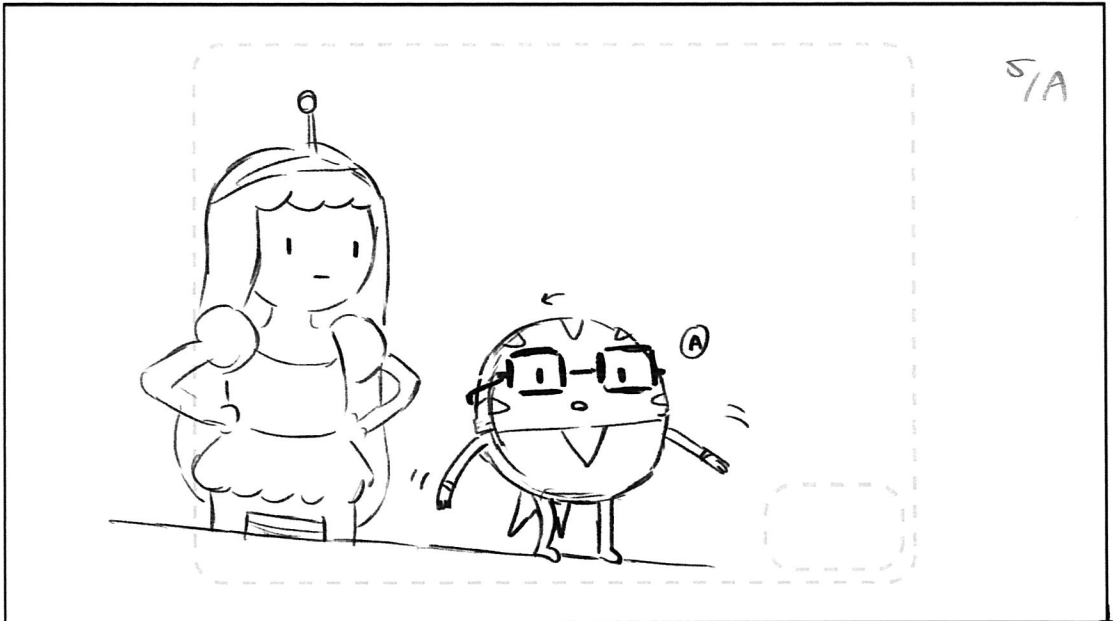
ADVENTURE TIME






Sc. 92 Pnl. F Bg. day night



Sc. 92 Pnl. G Bg. day night



Dialog: PEP: HUPP!

Acti   \_\_\_\_\_ 

Timing: \_\_\_\_\_  
( quick, small wiggles from side to side )  
A,B,A

( pep jumps up )



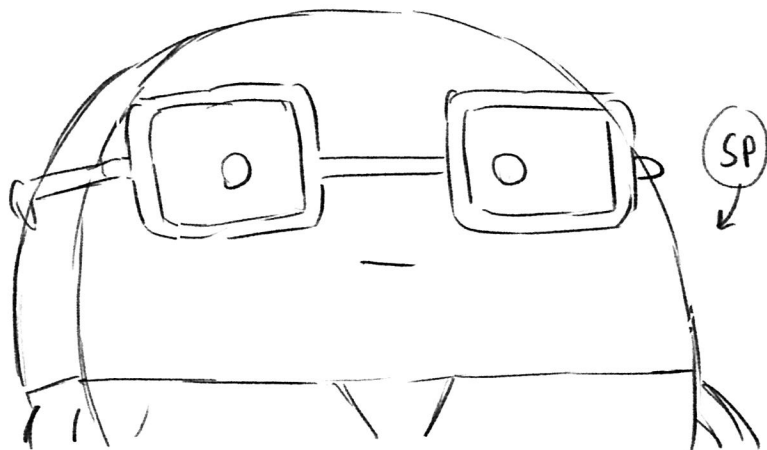
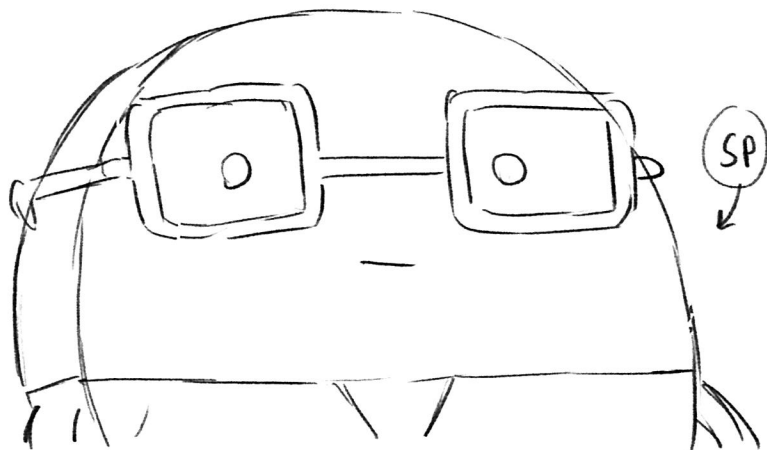
1042-250 EPISODE # Production :

ADVENTURE TIME



Sc. 92 Pnl. H Bg. day night

Sc. 93 Pnl. A Bg. day night

Dialog:	PEP: [CLEARS THROAT]		PEP: HEY CRYITAL ENTITY!	
Action:	(wiggles stops)	 		
Timing:				

# ADVENTURE TIME

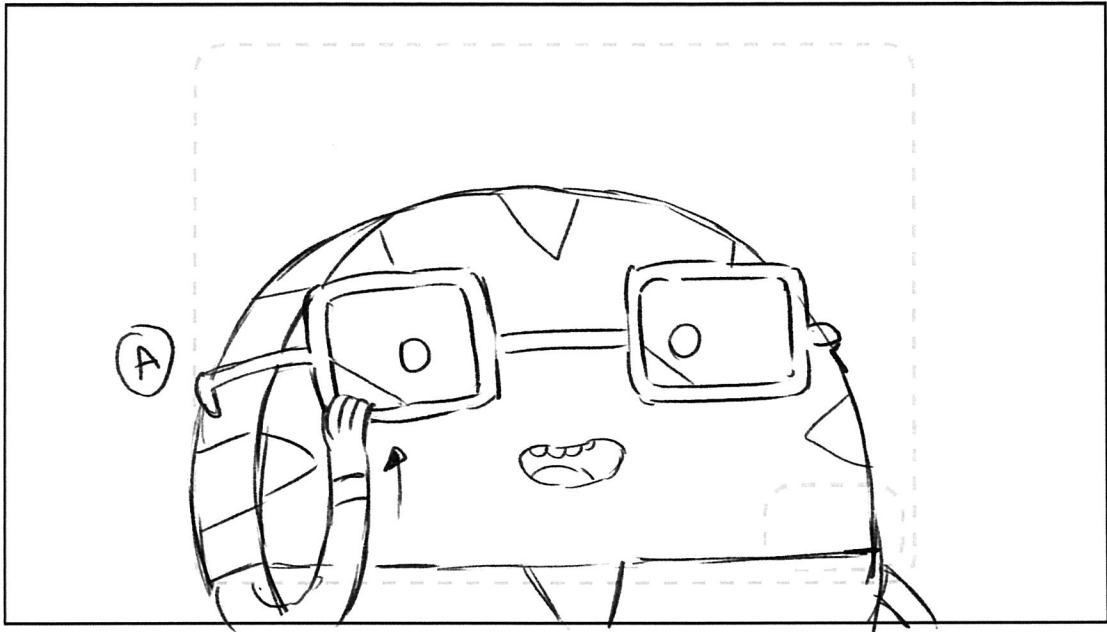


Sc. 93

Pnl. B

Bg.

day night

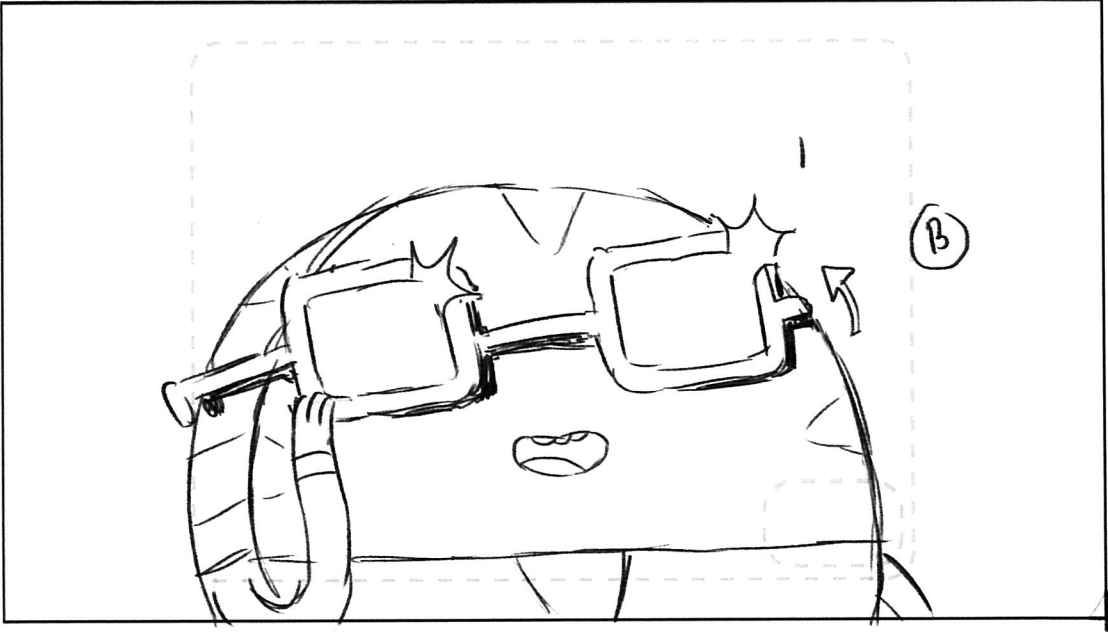


Sc. 93

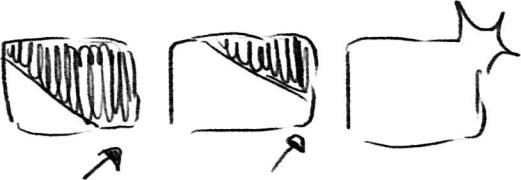
Pnl. C

Bg.

day night



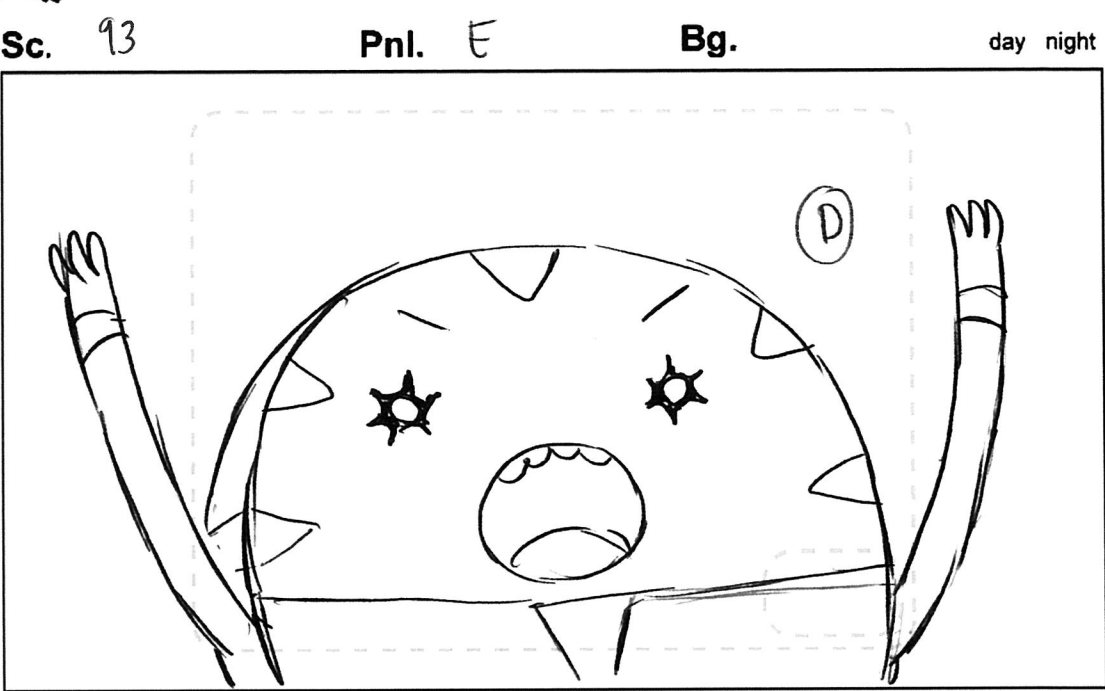
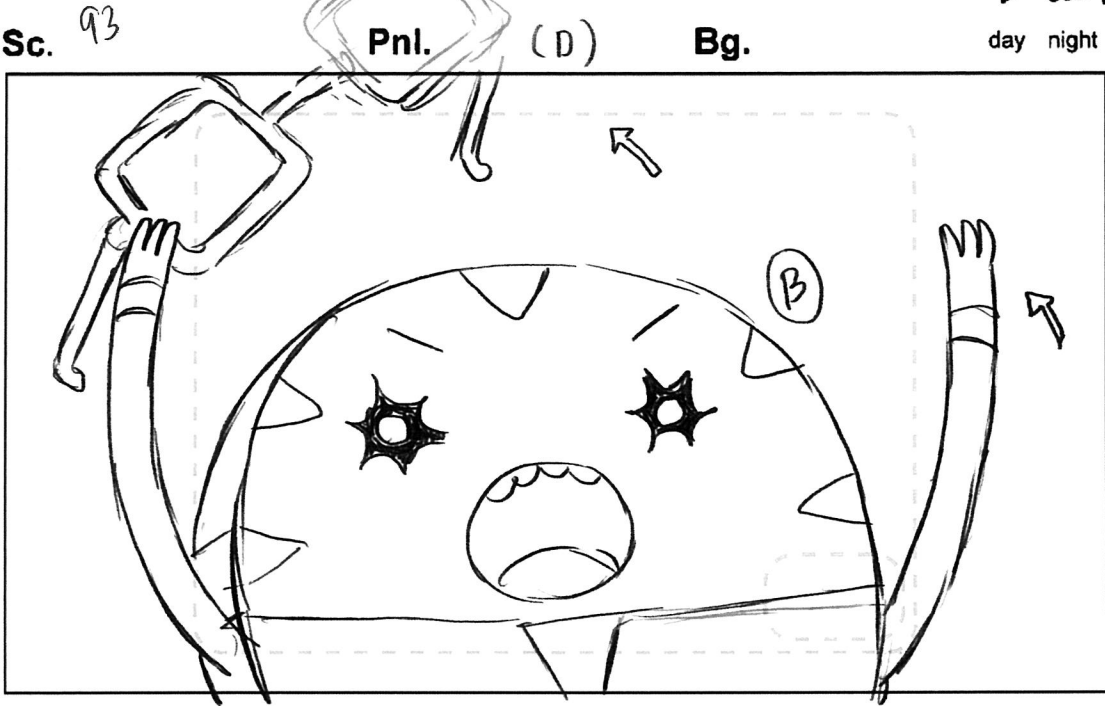
Dialog:	PEP : KINDLY STATE YOUR BUSINESS BEFORE THE PRINCESS ...
Action:	
Timing:	



WHITE STRONG REFLECTION  
TRAVEL ACROSS GLASSES  
ENDING IN A FLASH.  
AS HE LIFTS/TILTS  
THEM.

EPISODE # 1042-250  
Production :

ADVENTURE TIME



Dialog: PEP: OR FACE AN ETERNITY — OUT PEP: IN HORRIBLE TORTURE —

Action:

Timing:

scary eyes like end of "Death in Bloom"

1042-250

EPISODE #

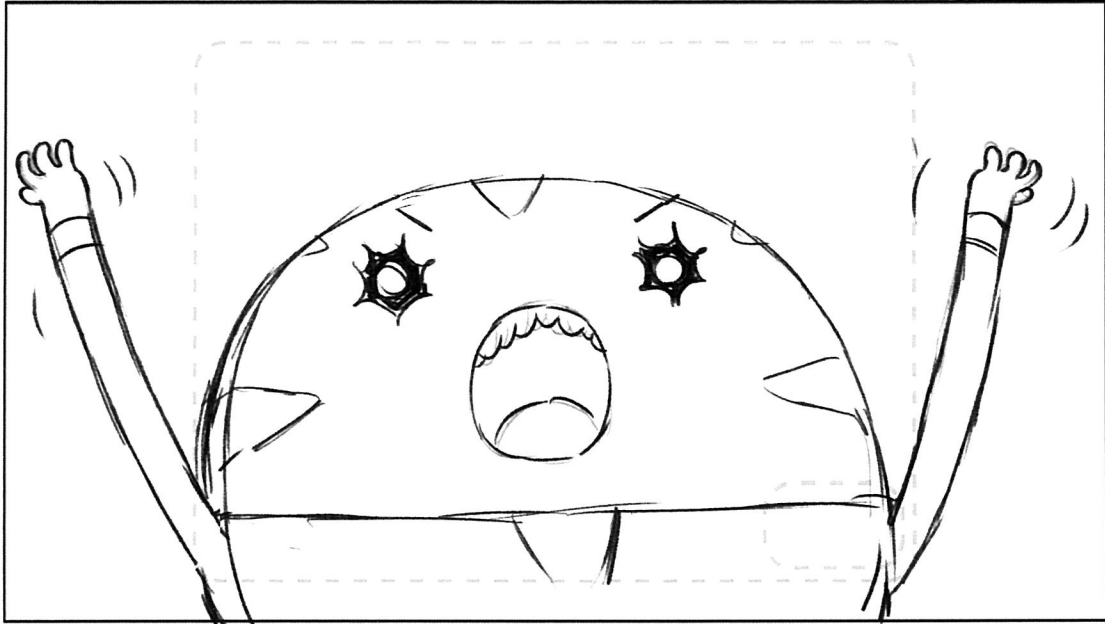
Production :

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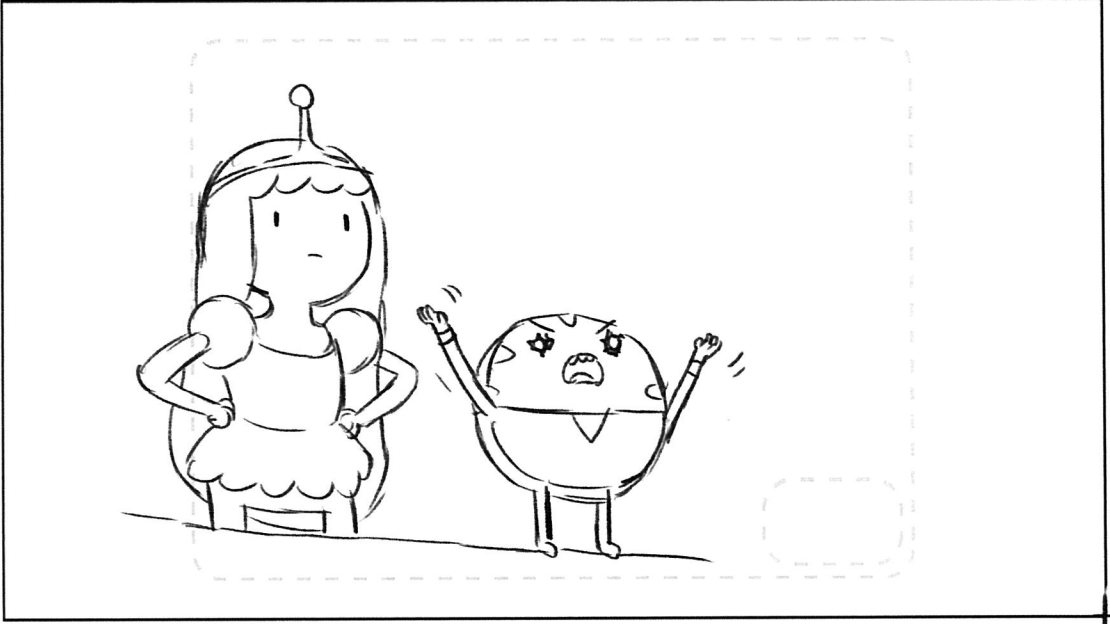
# ADVENTURE TIME



Sc. 93 Pnl. F Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:	PEP: AT THE VILE HANDS OF THE DARK FORCES -	PEP: -I COMMAAAND!!
Action:	- ARMS SHAKE A LITTLE, LIKE A DRAMATIC PREIST.	
Timing:		

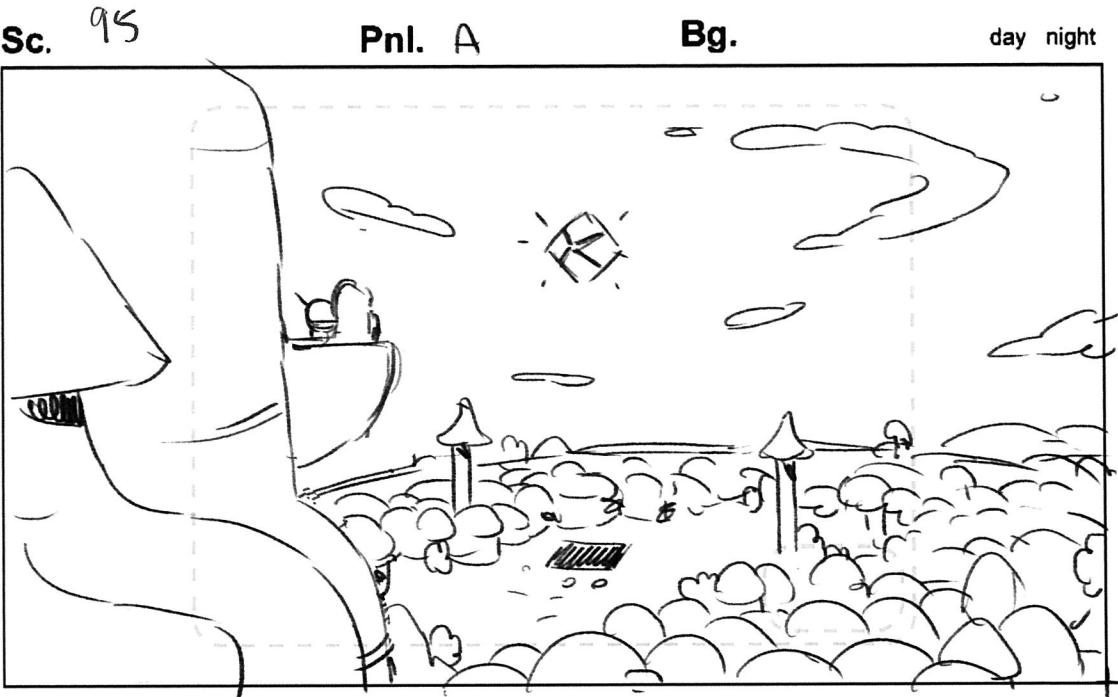
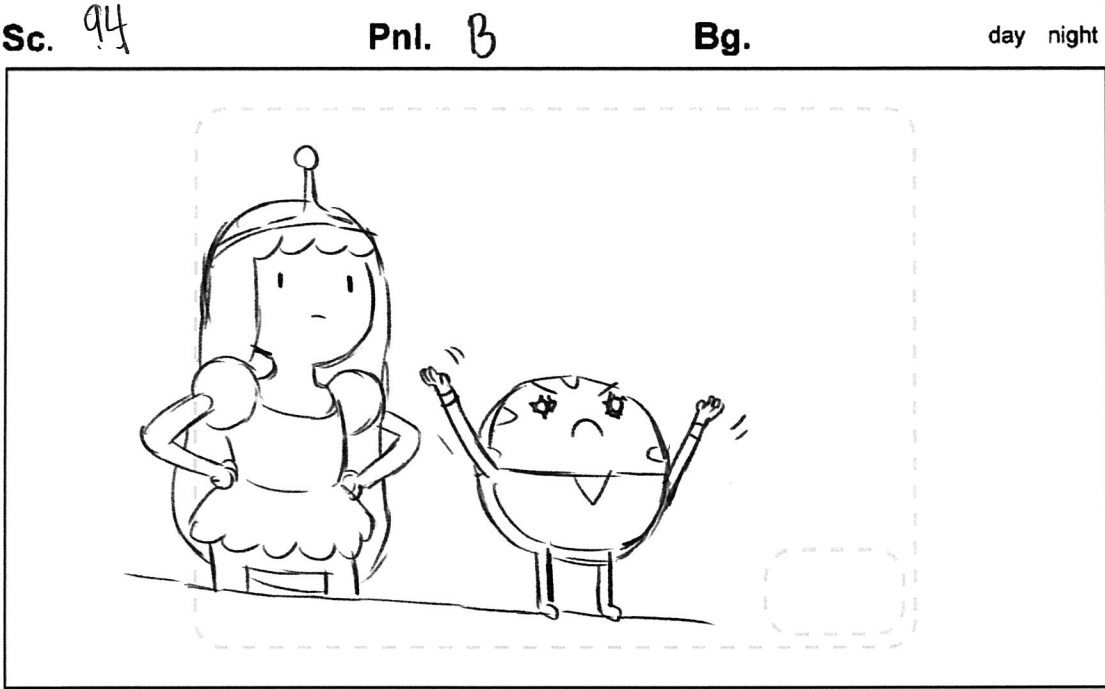
1042-250

EPISODE #

Production :



ADVENTURE TIME



Dialog:	FORTUNE TELLER: PICK A NUMBER ...
Action:	- arms still shaking a bit,
Timing:	

1042-250  
EPISODE #  
Production :

# ADVENTURE TIME



Sc. 96

Pnl. A

Bg.

day night

Sc. 96

Pnl. B

Bg.

day night

Dialog:	PEP: HAH! THIS IS SOME WEAK FIRST GRADER MAGICIAN. WE'RE DEALING WITH.
Action:	
Timing:	

EPISODE # 1042-250

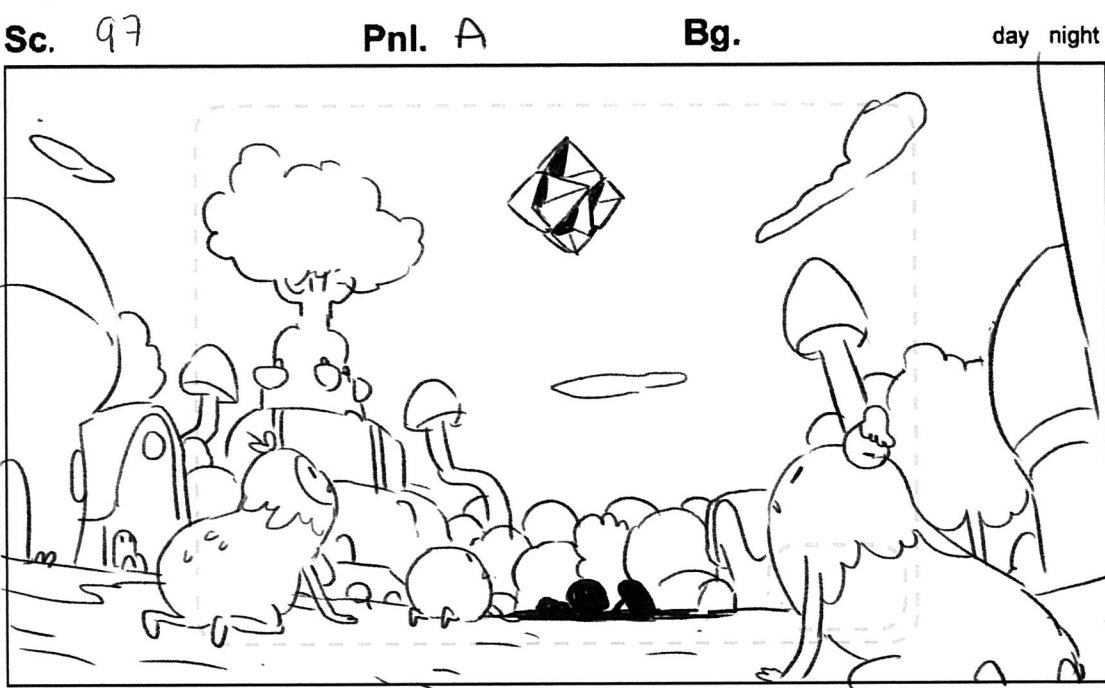
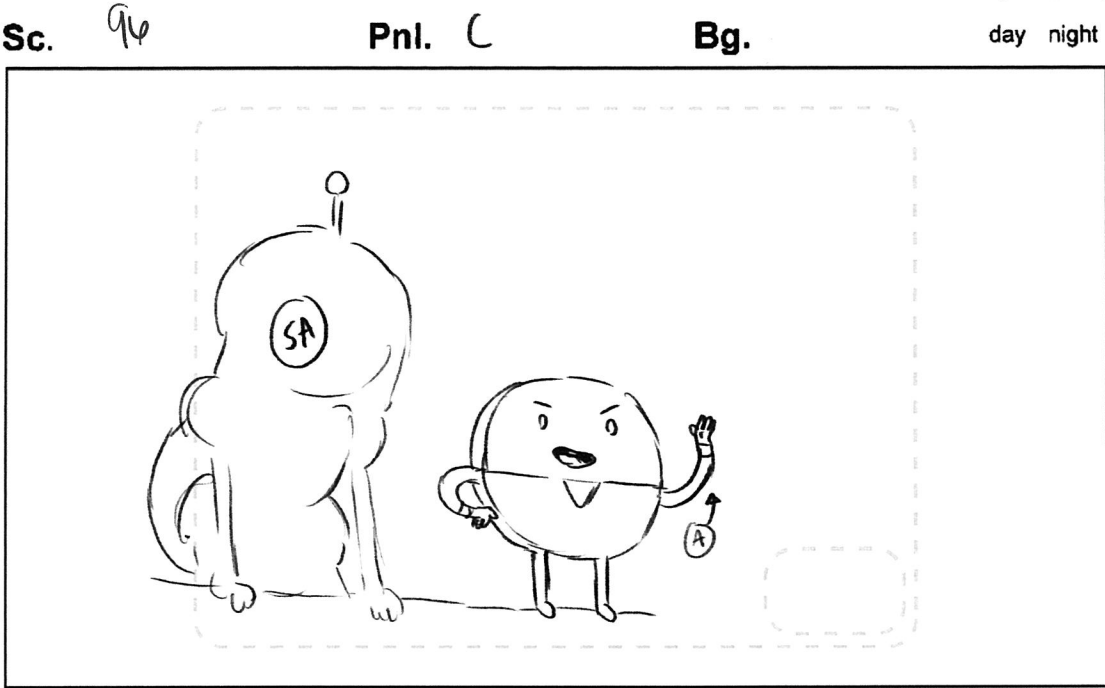
Production :

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# ADVENTURE TIME



Page 176



Dialog:

PEP: ONLY A REAL IDIOT WOULD  
FALL FOR THIS GUY.

FT: PICK A NUMBER...

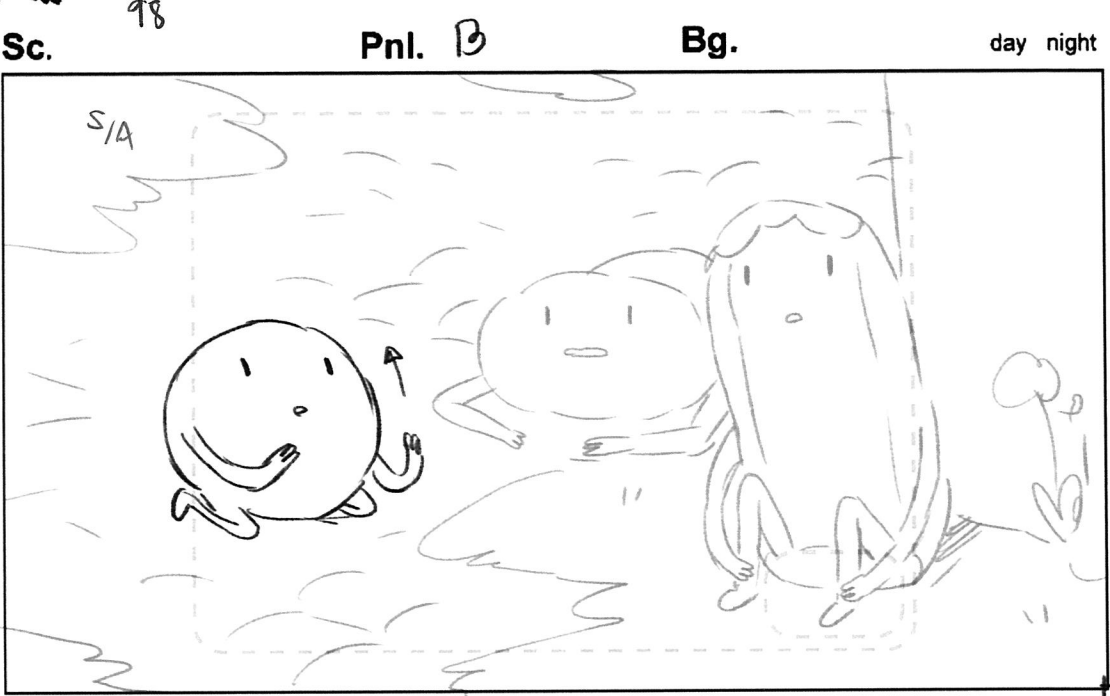
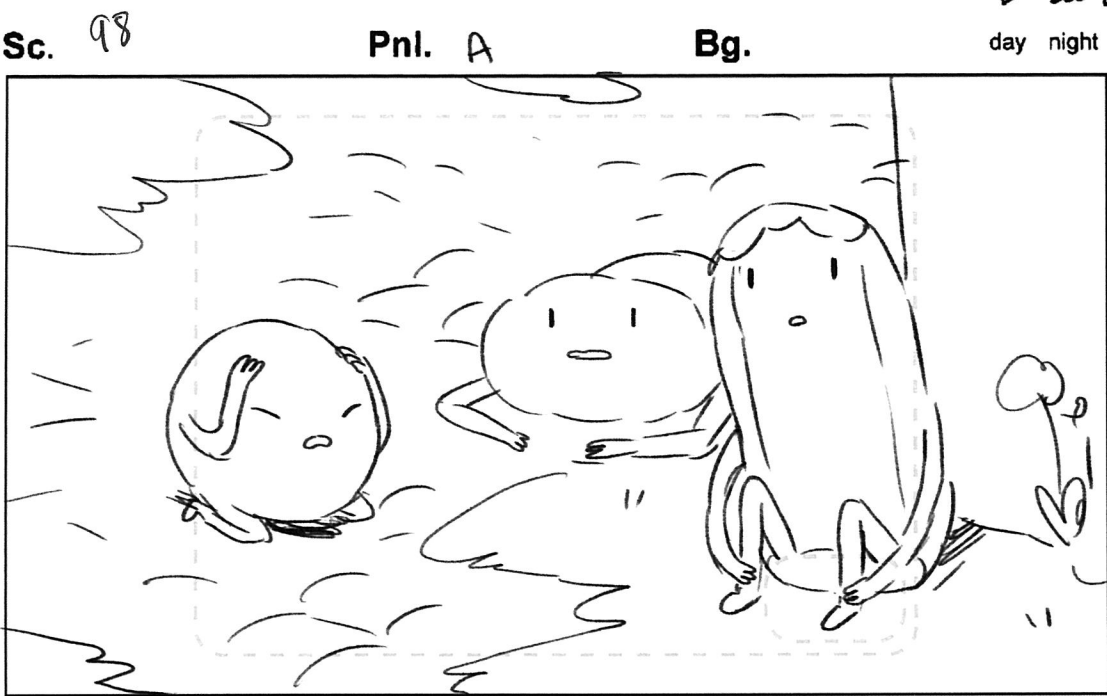
Action:



Timing:

EPISODE # 1042-250  
Production :

ADVENTURE TIME



Dialog:	FT: PICK A NUMBER. . . .
Action:	- CANDY PEOPLE LOOK UP.
Timing:	

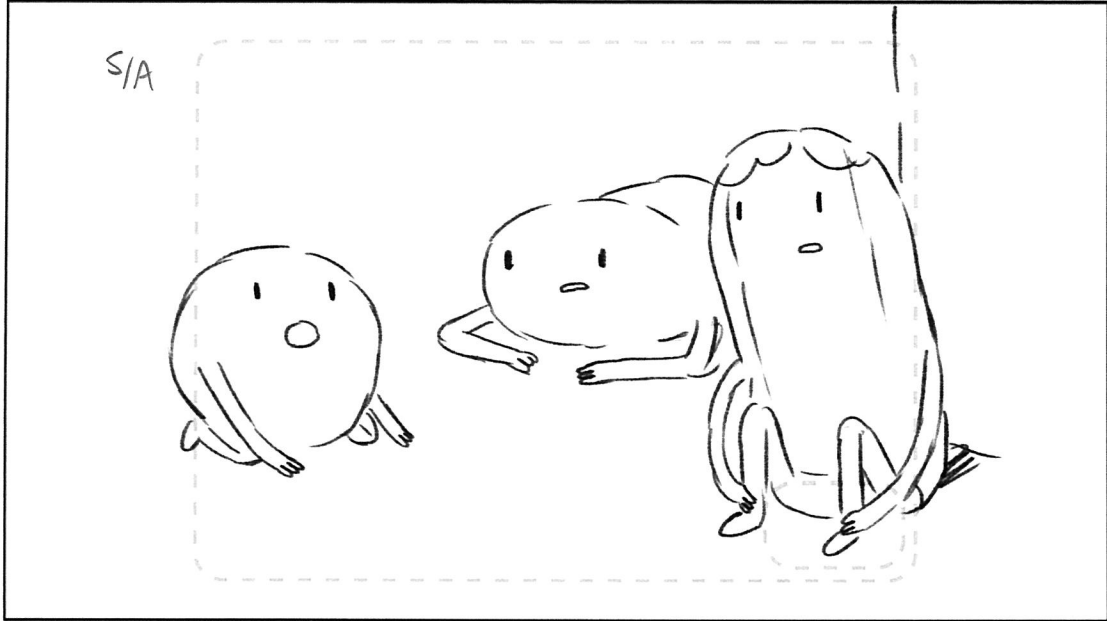
EPISODE # 1042-250  
Production :

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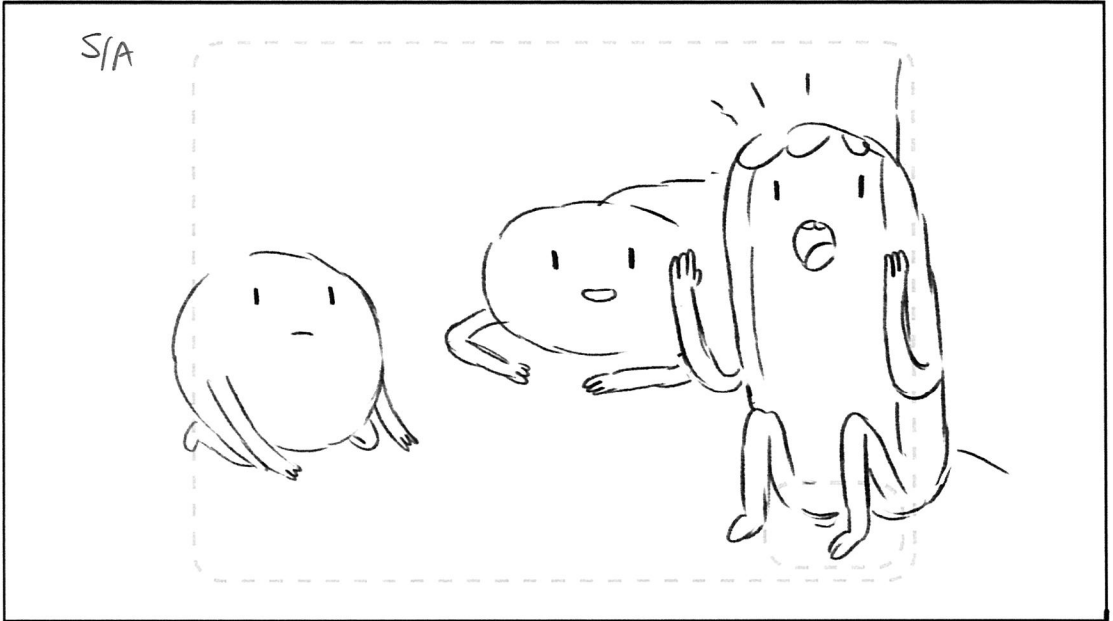
ADVENTURE TIME



Sc. 98 Pnl. C Bg. day night



Sc. 98 Pnl. D Bg. day night



Dialog:	CANDY KID #1: FOUR?	BANANA GUARD #1: YEAH - FOUR,!
Action:		
Timing:		

EPISODE # 1042-250  
Production :

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ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night

Sc. 100 Pnl. A Bg. day night

Dialog:	CANDY PPL: FOUR! FOUR!	CANDY PPL: (O/S) FOUR! FOUR!
Action:		
Timing:		

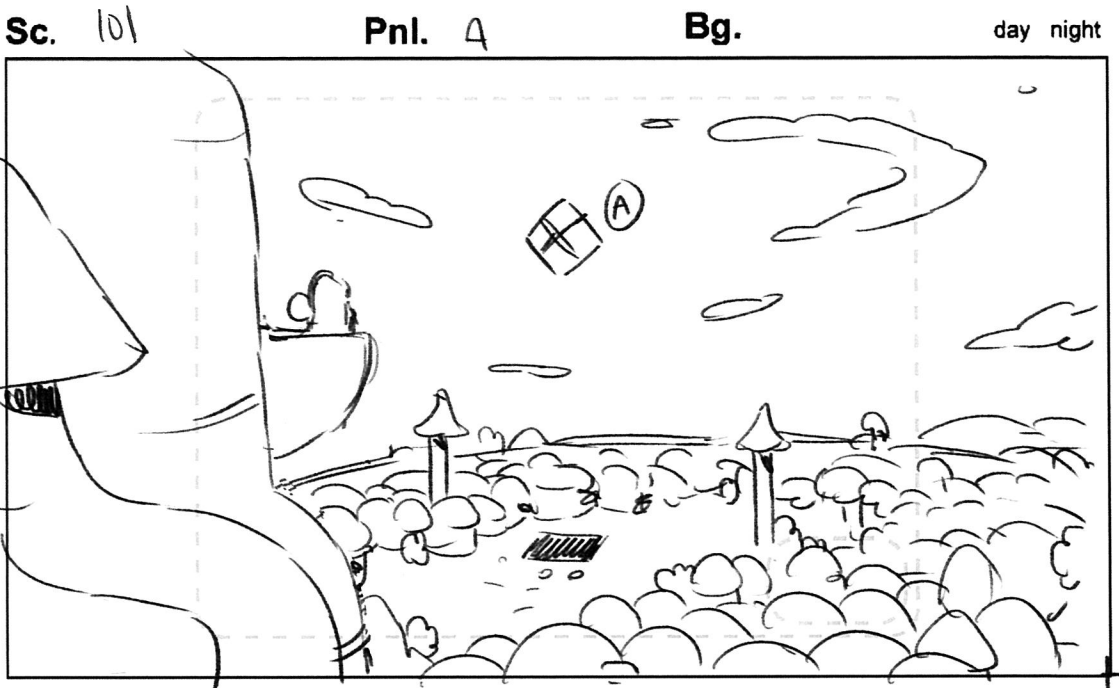
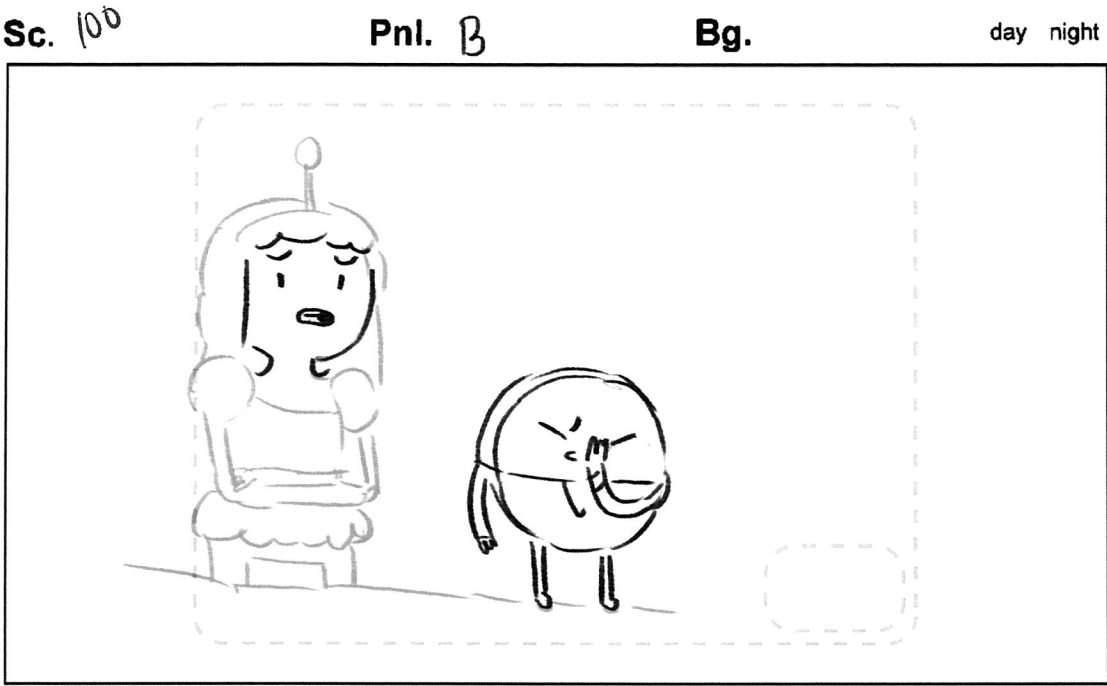
1042-250

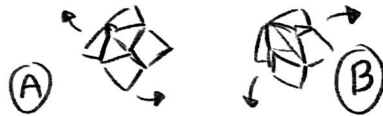
EPISODE #

Production :

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ADVENTURE TIME



Dialog:	PB: GOOYS!	FT: ONE, TWO, THREE
Action:	- FORTUNE TELLER FOLDS BACK AND FORTH.	
Timing:	 A, B, A, C, A, B, A	

EPISODE # 1042-250 Production :

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ADVENTURE TIME

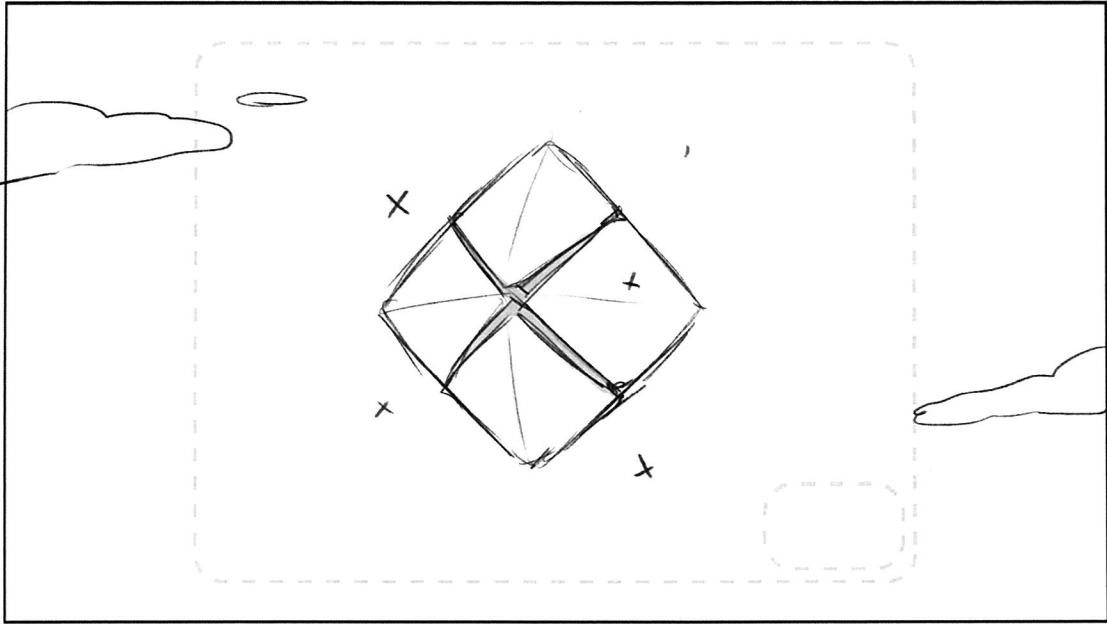


Sc. 102

Pnl. A

Bg.

day night

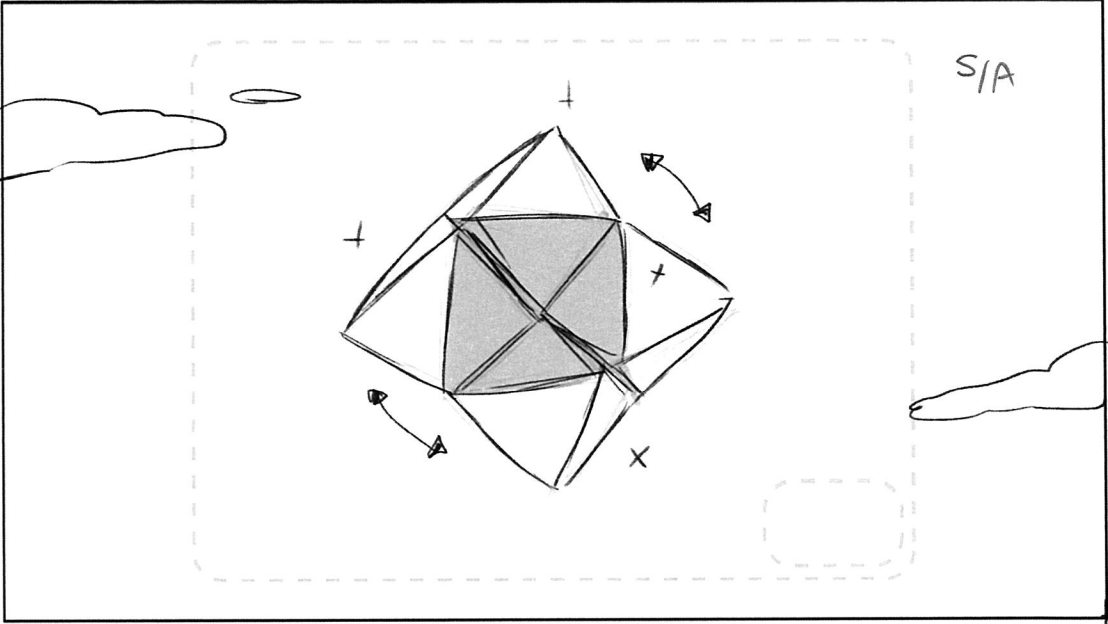


Sc. 102

Pnl. B

Bg.

day night



Dialog:
F.T. : FOUR.
Action:
Timing:

EPISODE # 1042-250  
Production :



# ADVENTURE TIME

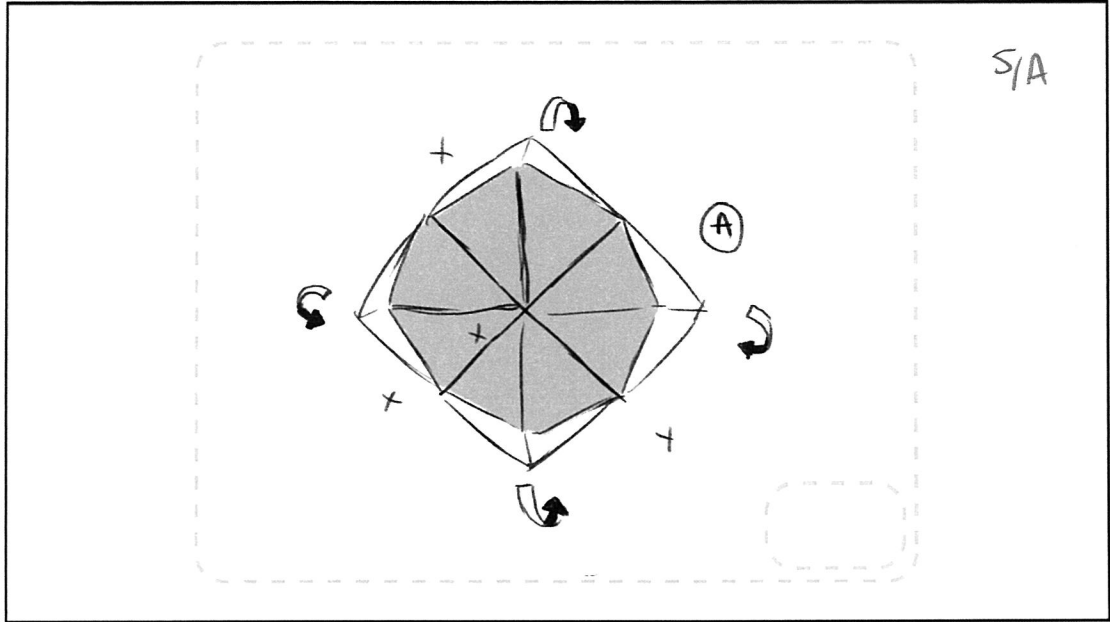


Sc. 102

Pnl. C

Bg.

day night

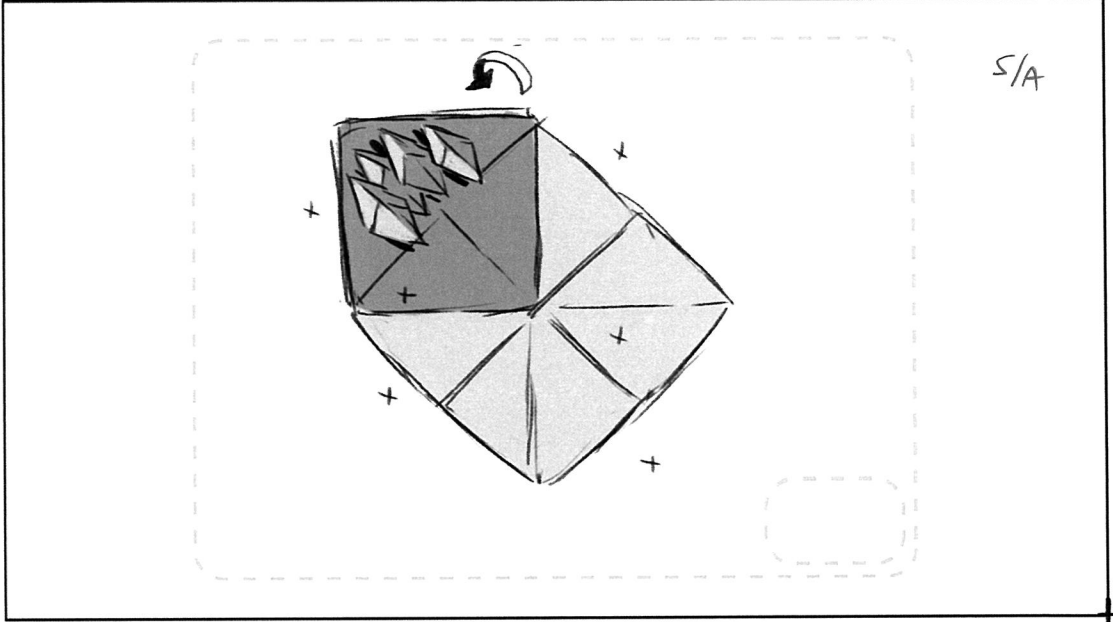


Sc. 102

Pnl. D

Bg.

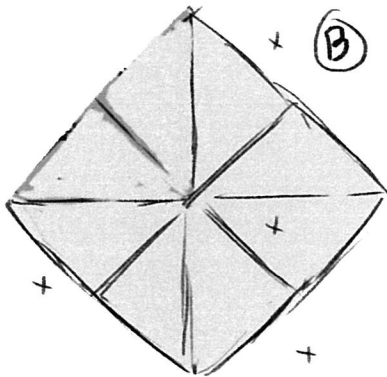
day night



Dialog:

Action:

Timing:



(F.T reveals four crystal darts)

1042-250

EPISODE #

Production :

# ADVENTURE TIME

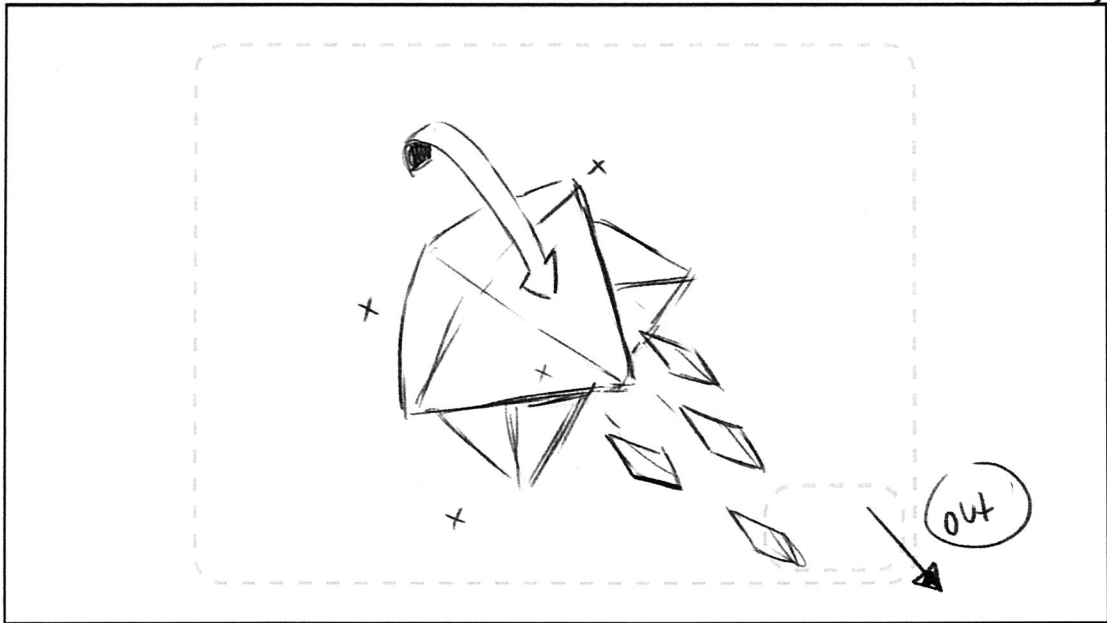


Sc. 102

Pnl. E

Bg.

day night

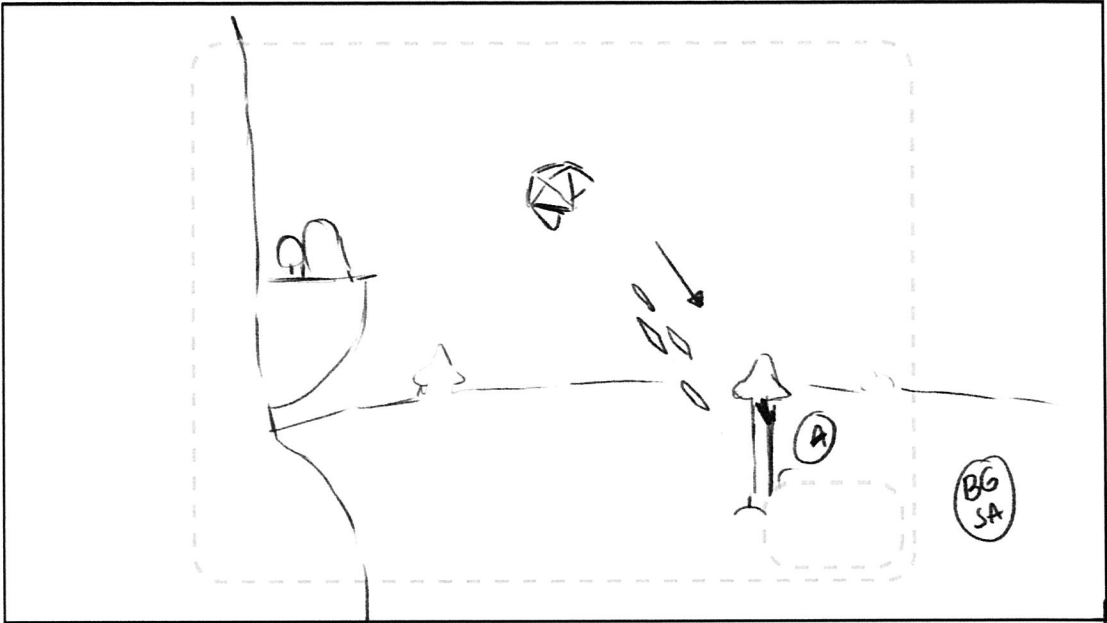


Sc. 103

Pnl. A

Bg.

day night



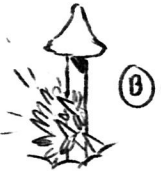
Dialog:

SFX: \* SHYUUUUU \*

SFX: \* BOOM! \*

Action:

F.T shoots away darts! — into a tower

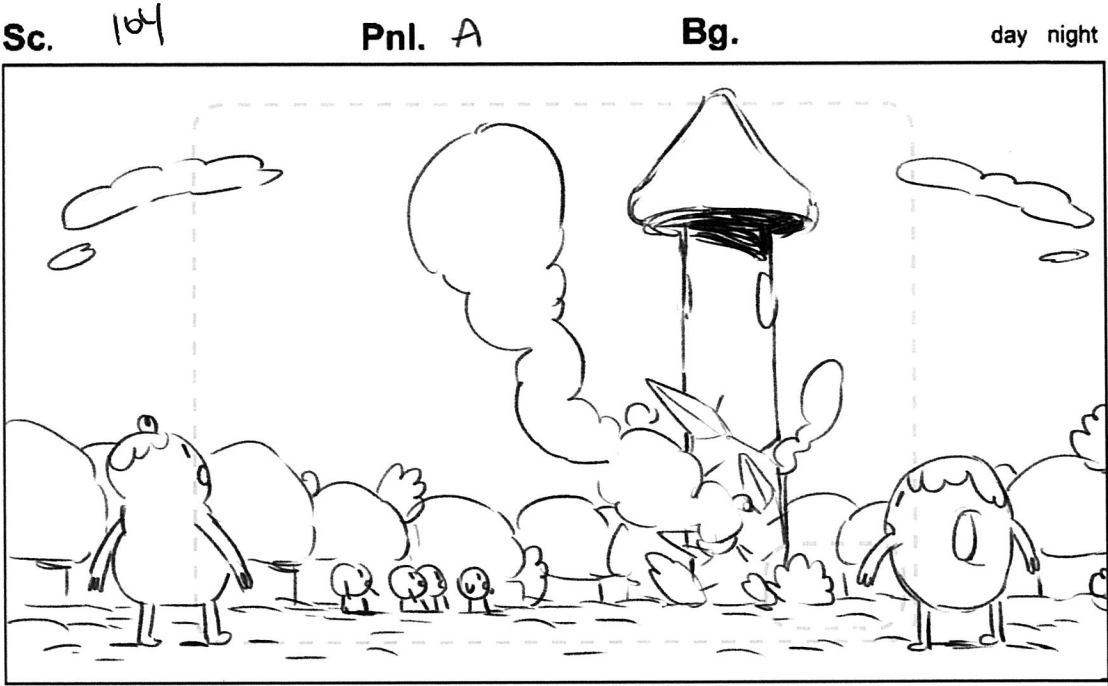
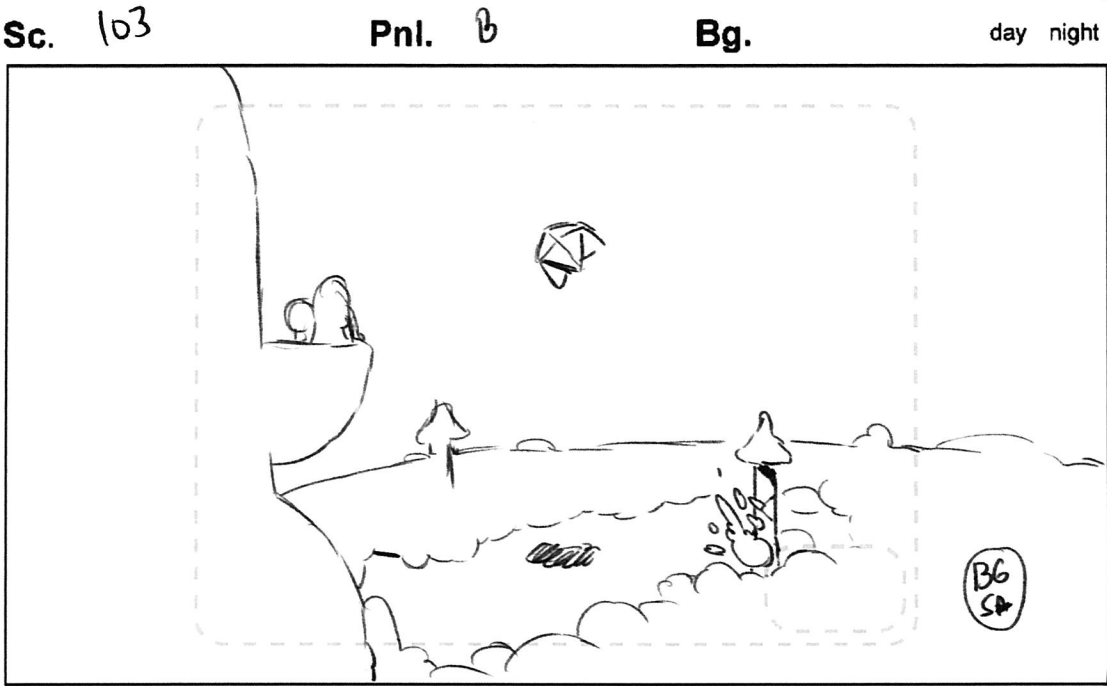


Timing:

EPISODE # 1042-250  
Production :

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ADVENTURE TIME



Dialog:	CANDY PPL: [SUDDEN GASP!]	
Action:		
Timing:		

EPISODE # 1042-250  
Production :

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ADVENTURE TIME

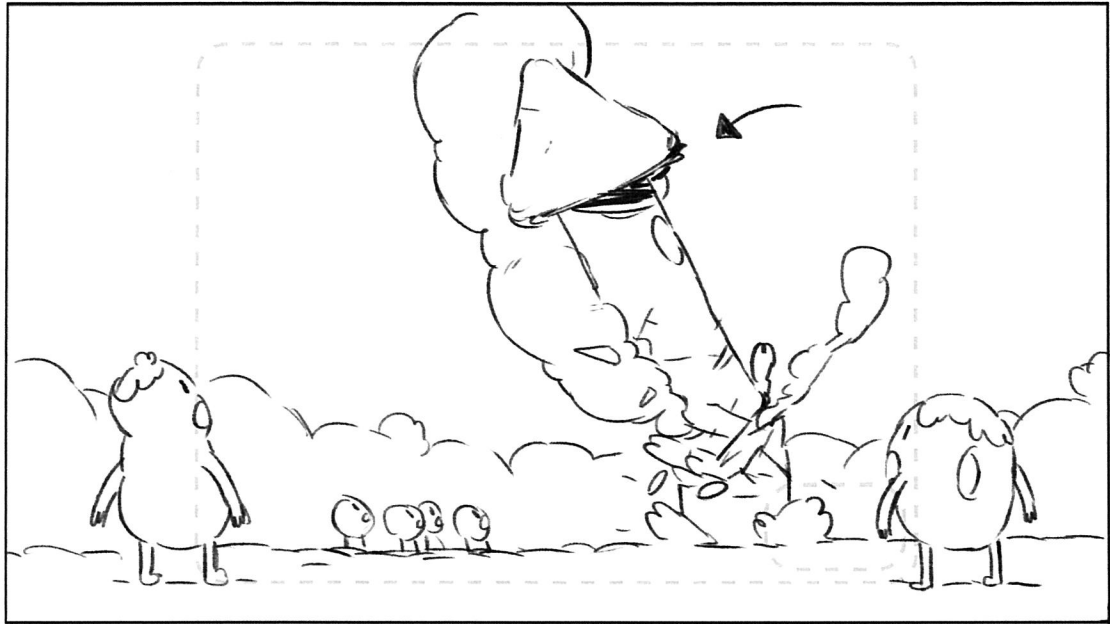


Sc. 104

Pnl. B

Bg.

day night

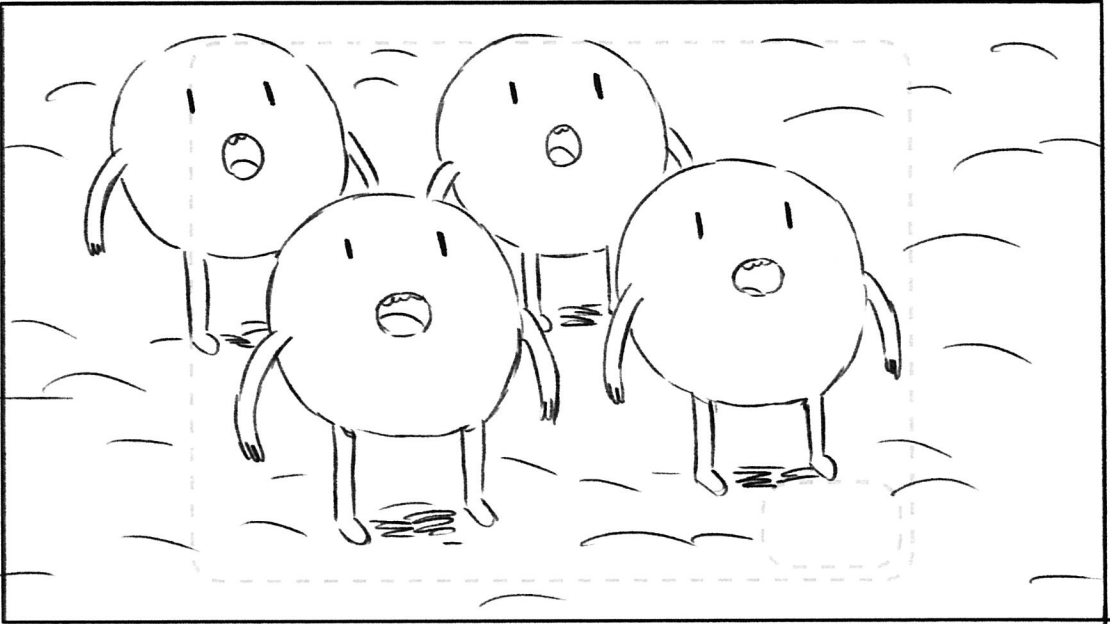


Sc. 105

Pnl. A

Bg.

day night



Dialog:

SFX: \* SKHHHH! \*

CANDY KIDS: [ LOONG GASP ]

Action:

- TOWER FALLS TOWARDS CANDY PEOPLE

Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME

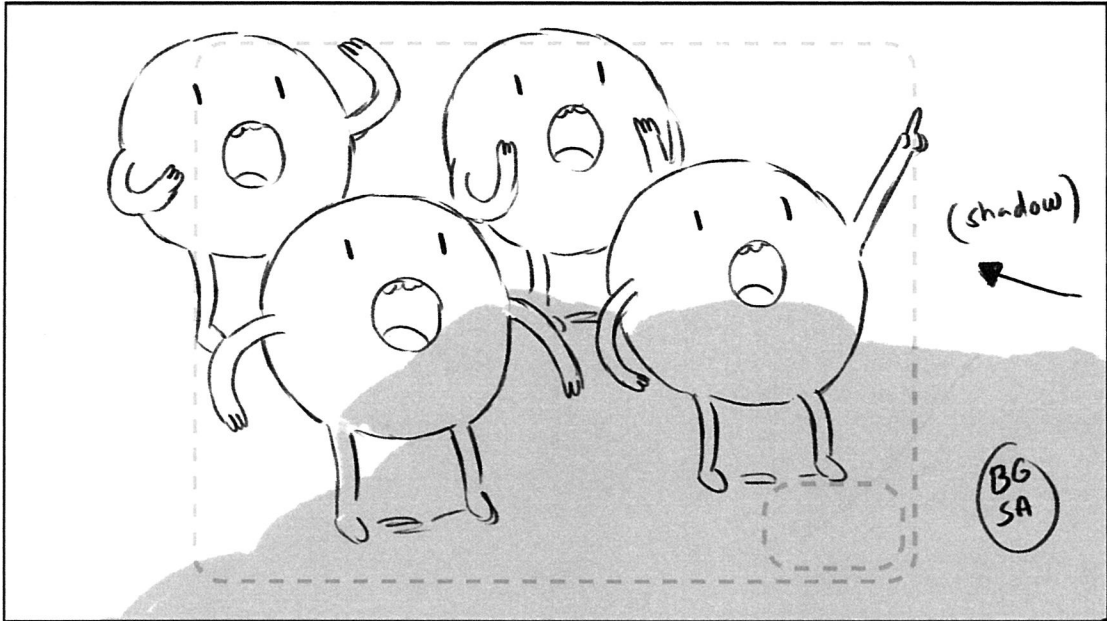


Sc. 105

Pnl. B

Bg.

day night

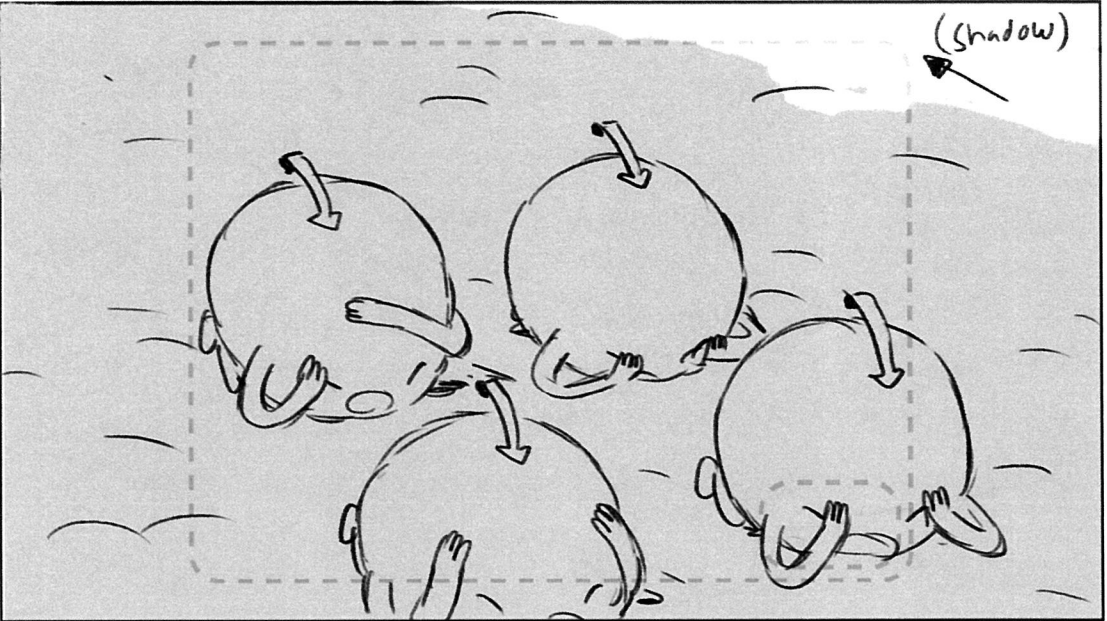


Sc. 105

Pnl. C

Bg.

day night



Dialog:

CANDY KIDS: AAAA--

CANDY KIDS: AAAAAH!!

Action:

- SHADOW OF TOWER OVERTAKES  
CANDY KIDS.

- CANDY KIDS DUCK.

Timing:

1042-250

EPISODE #

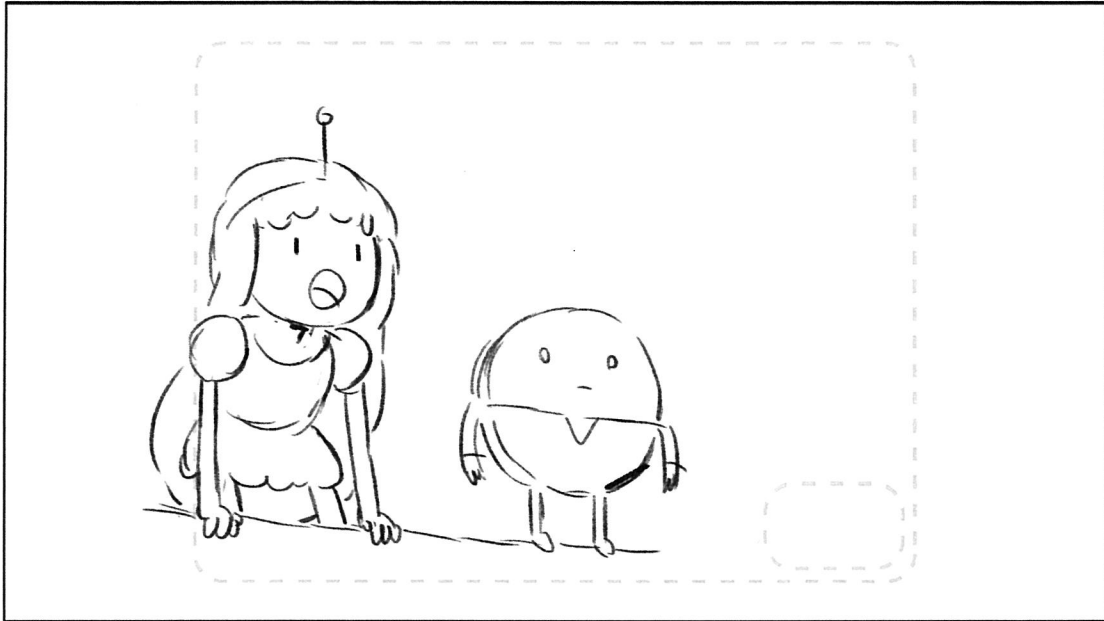
Production :

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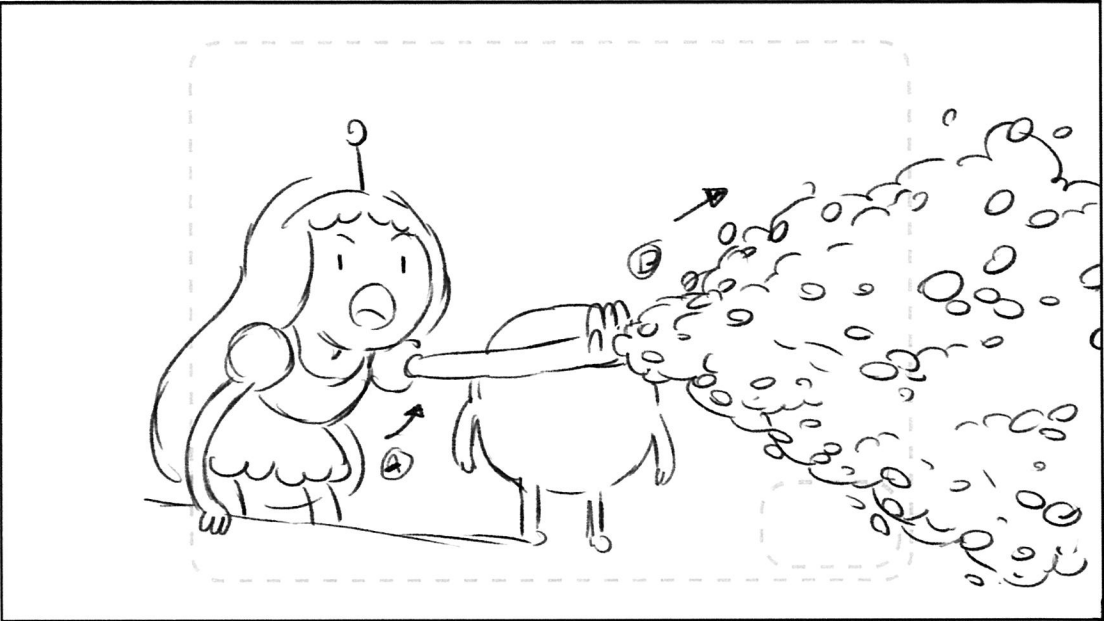
ADVENTURE TIME



Sc. 106 Pnl. A Bg. day night



Sc. 106 Pnl. B Bg. day night



Dialog:	PB: (GASP!)	PB: NO!!	(SFX) * PRR TTT !!! *
Action:	-PB SHOOTS A BEAM OF JELLYBEANS OFF/S.		
Timing:			

1042-250  
EPISODE #  
Production :

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ADVENTURE TIME

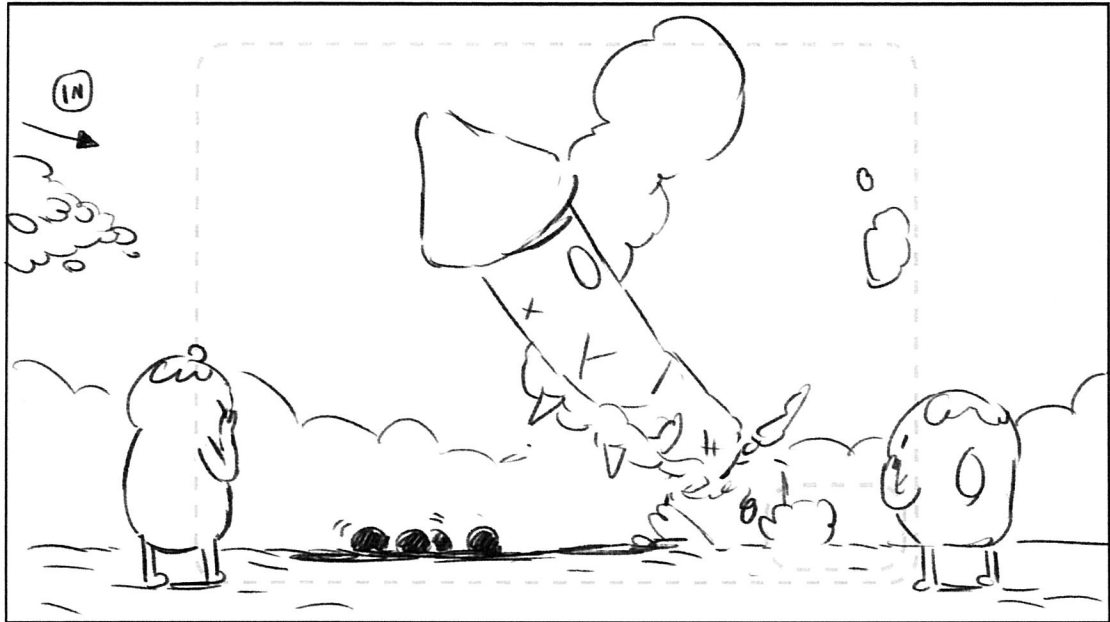


Sc. 107

Pnl. A

Bg.

day night

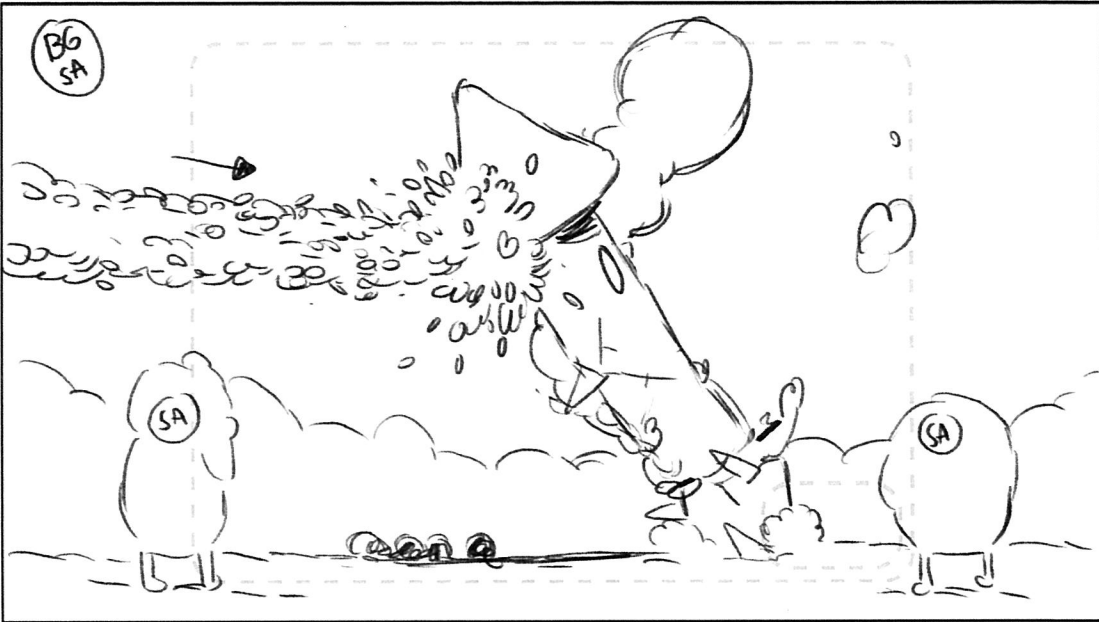


Sc. 107

Pnl. B

Bg.

day night



Dialog:

SFX: (PPRRRTT)

Action:

- JELLY BEAN BEAM INTERCEPTS FALLING TOWER.

Timing:

1042-250

EPISODE #

Production :

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# ADVENTURE TIME

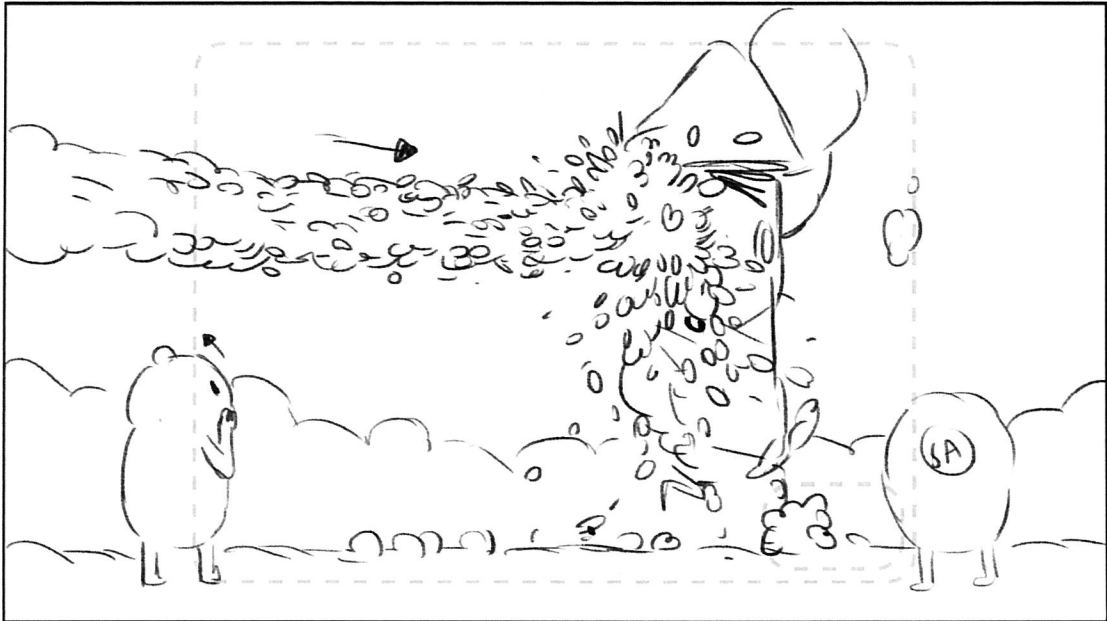


Sc. 107

Pnl. C

Bg.

day night

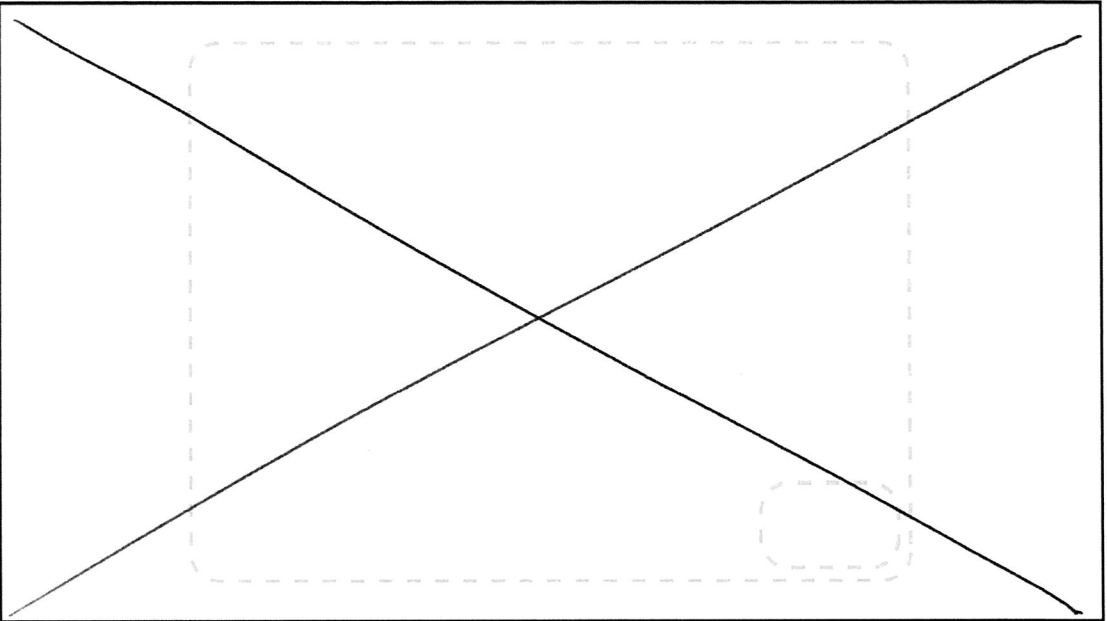


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: \* FRRRT \*

Action:

- JELLY BEAN BEAM PUSHES TOWER BACK UPRIGHT.

Timing:

EPISODE # 1042-250

Production :



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ADVENTURE TIME



Sc. 107

Pnl. D

Bg.

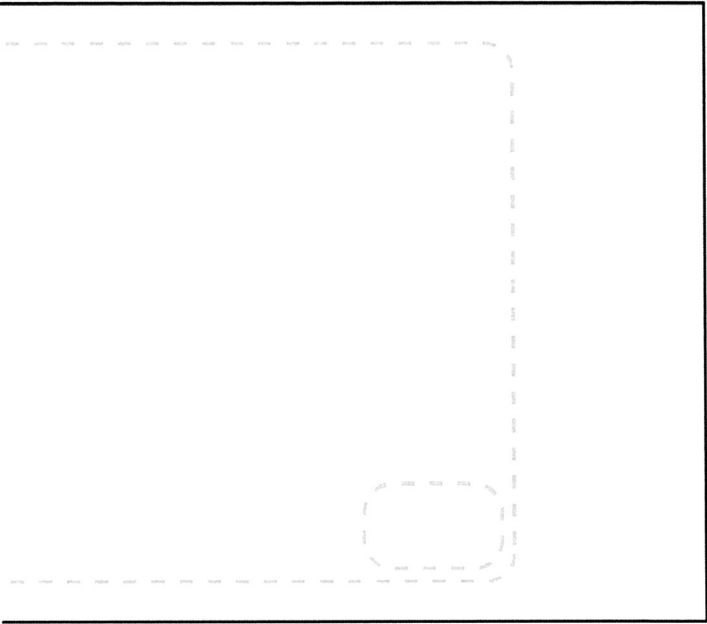
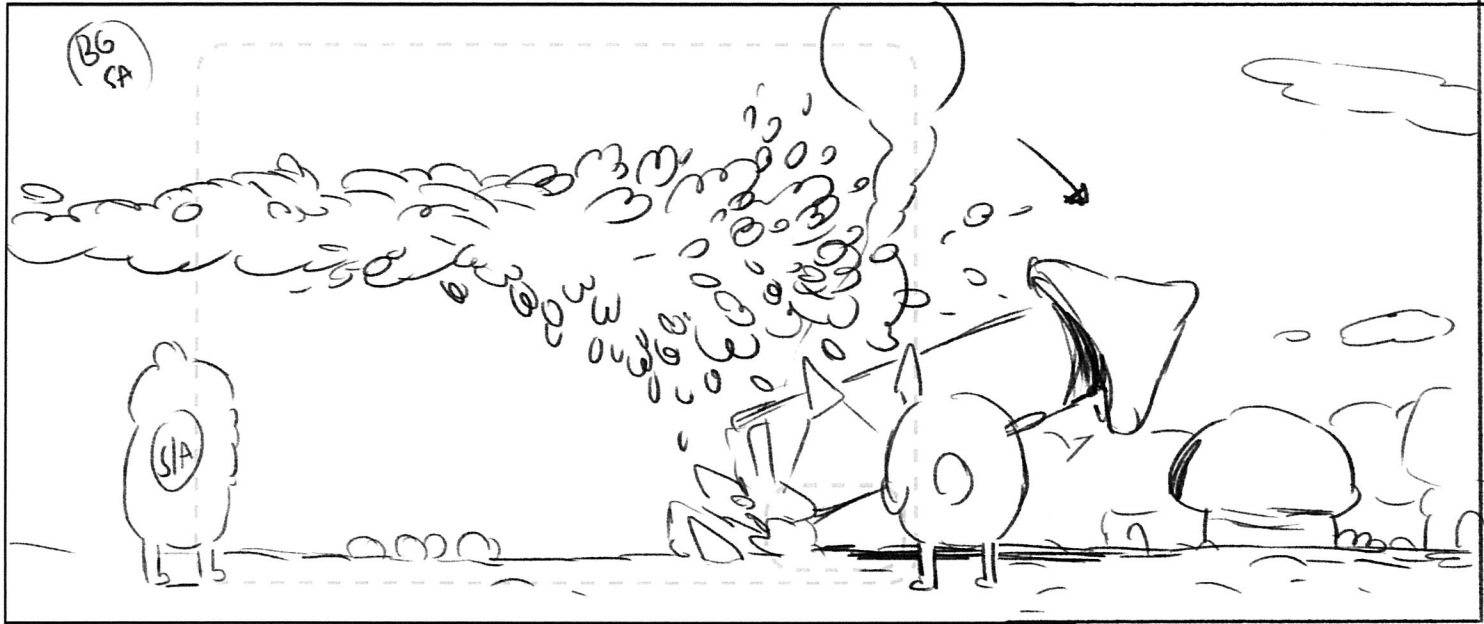
day night

Sc.

Pnl.

Bg.

day night



Dialog:

ADJ →

Action:

- TOWER IS PUSHED BACK THE OTHER WAY.  
- ADJ. W/ TOWER.

Timing:

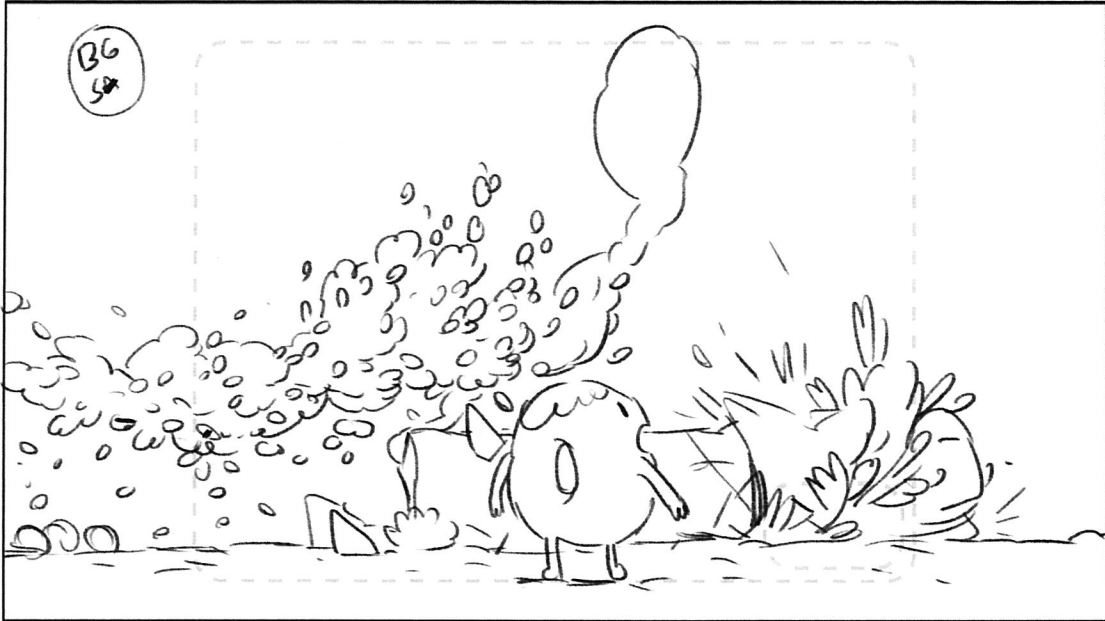
EPISODE # 1042-250  
Production :

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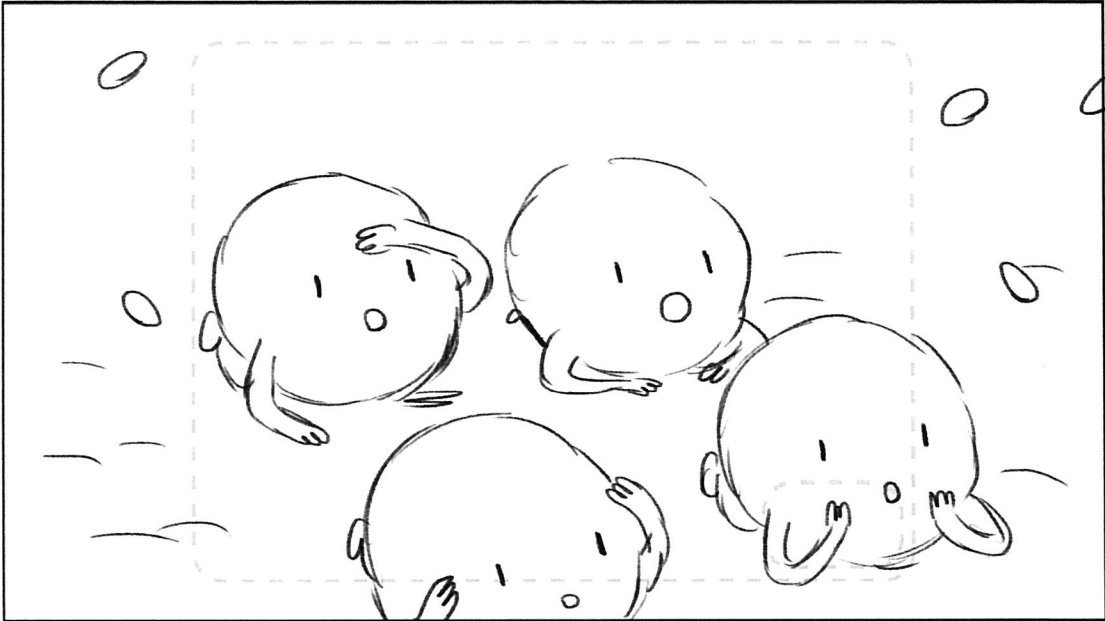
ADVENTURE TIME



Sc. 107 Pnl. E Bg. day night



Sc. 108 Pnl. A Bg. day night



Dialog:	Doughnut Guy: MY HOUSE! )
Action:	- JELLY BEAN BEAM LOSES FORCE AS TOWER FALLS AND SMASHES HOUSE.
Timing:	

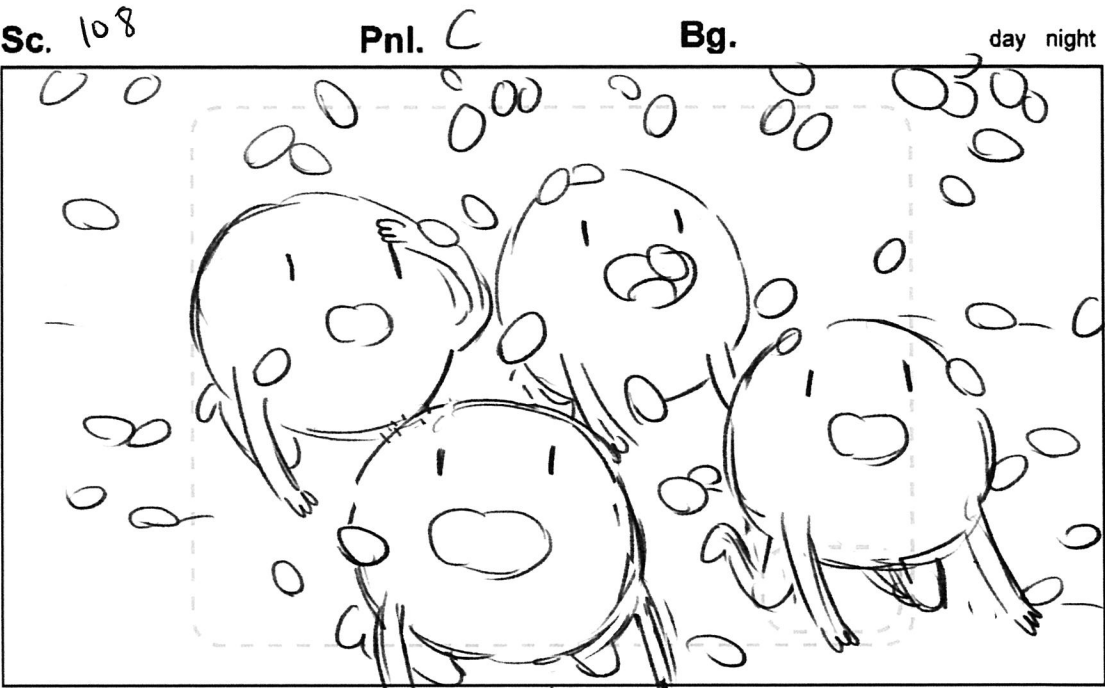
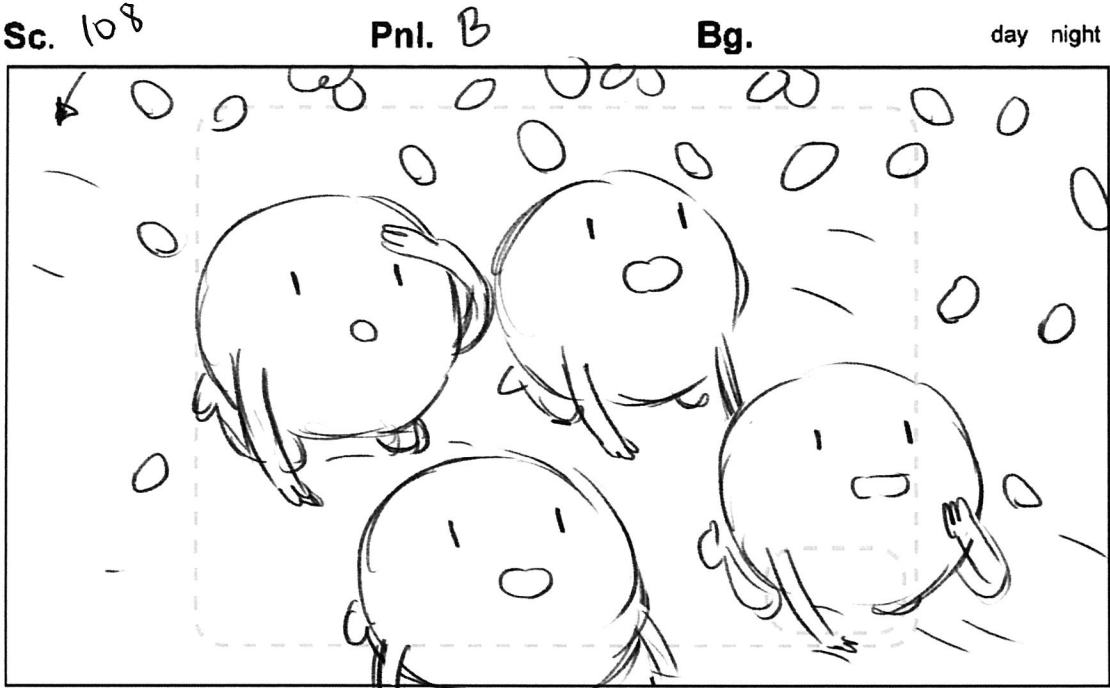
1042-250

EPISODE #

Production :

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ADVENTURE TIME

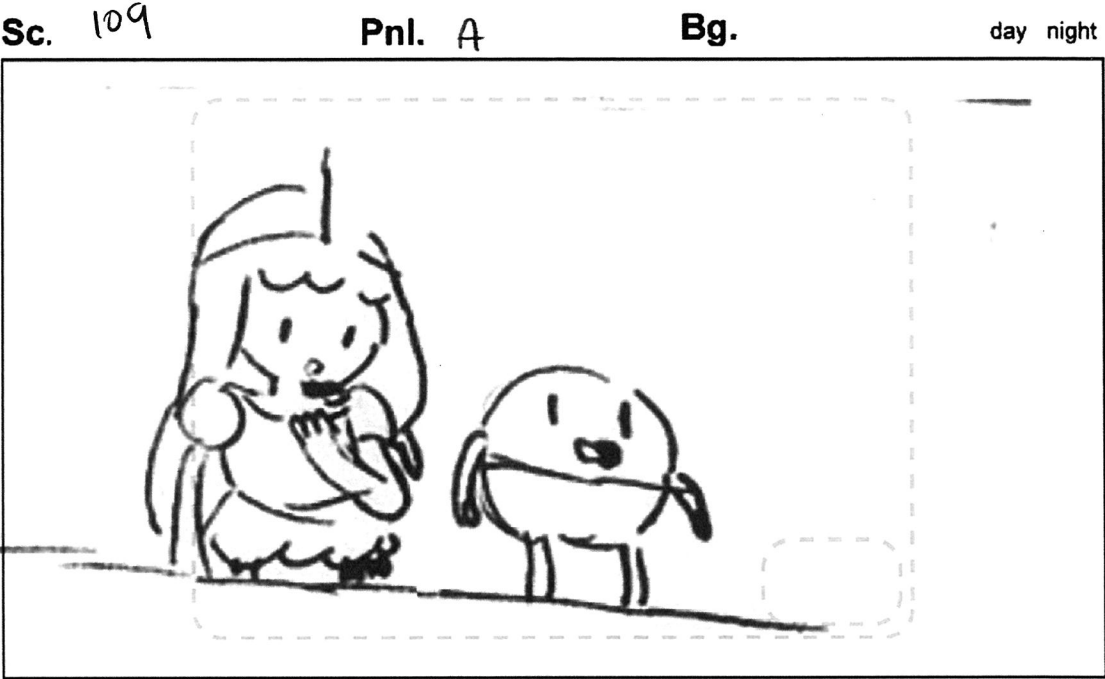
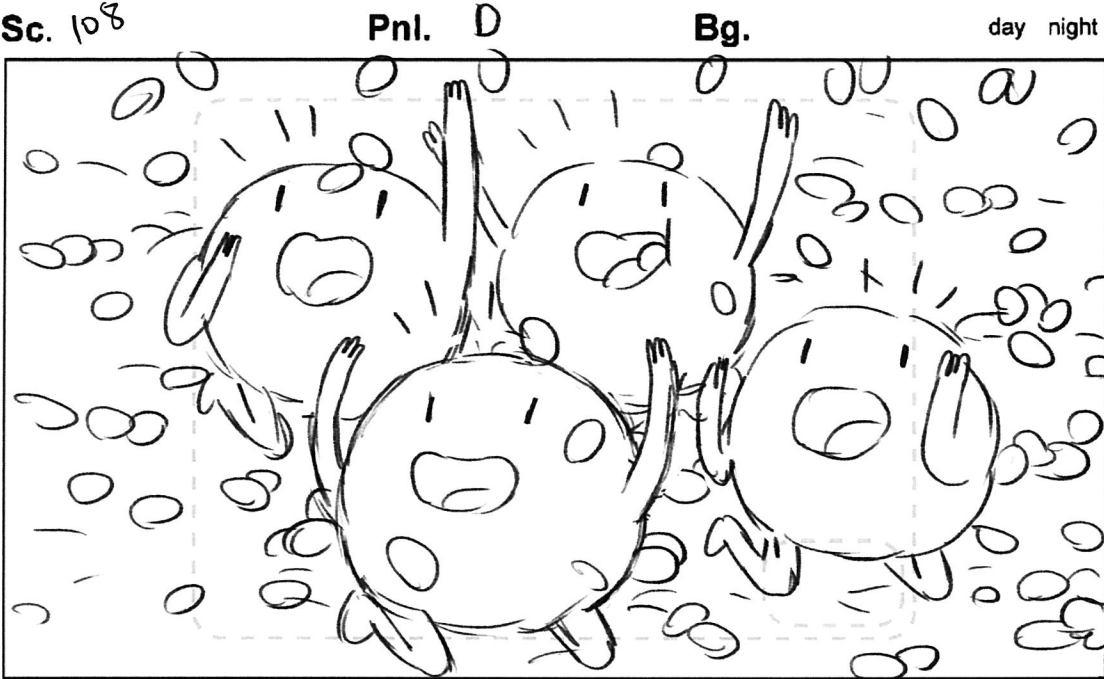


Dialog:	kids: (excited gasps)
Action:	- it's raining jellybeans
Timing:	

EPISODE # 1042-250  
Production :

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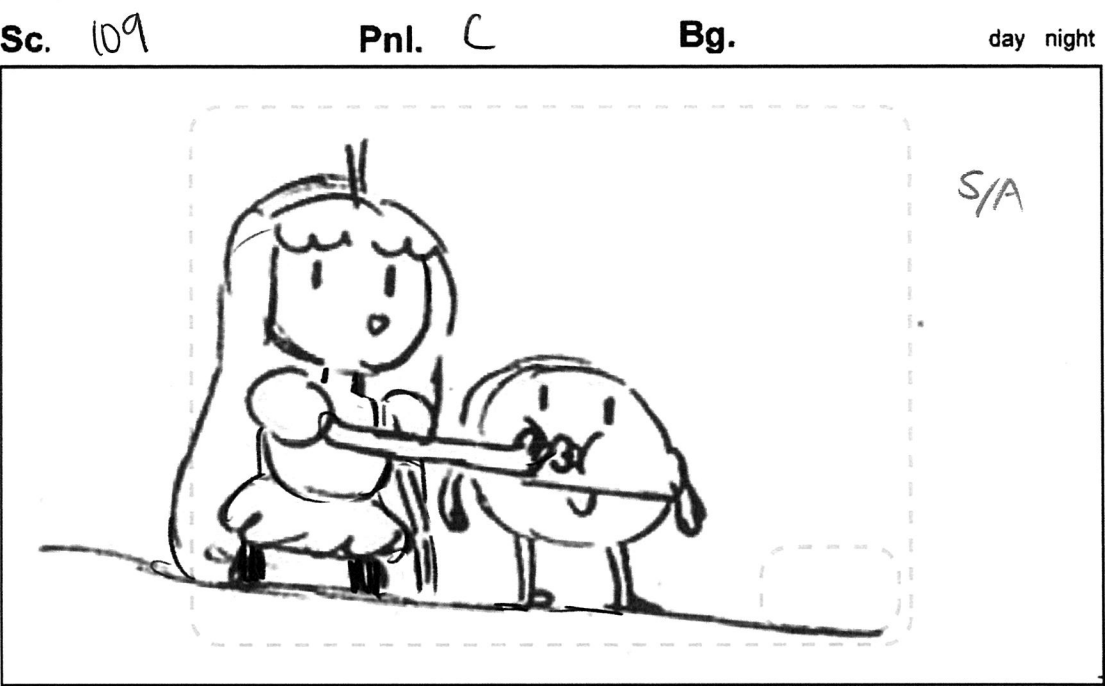
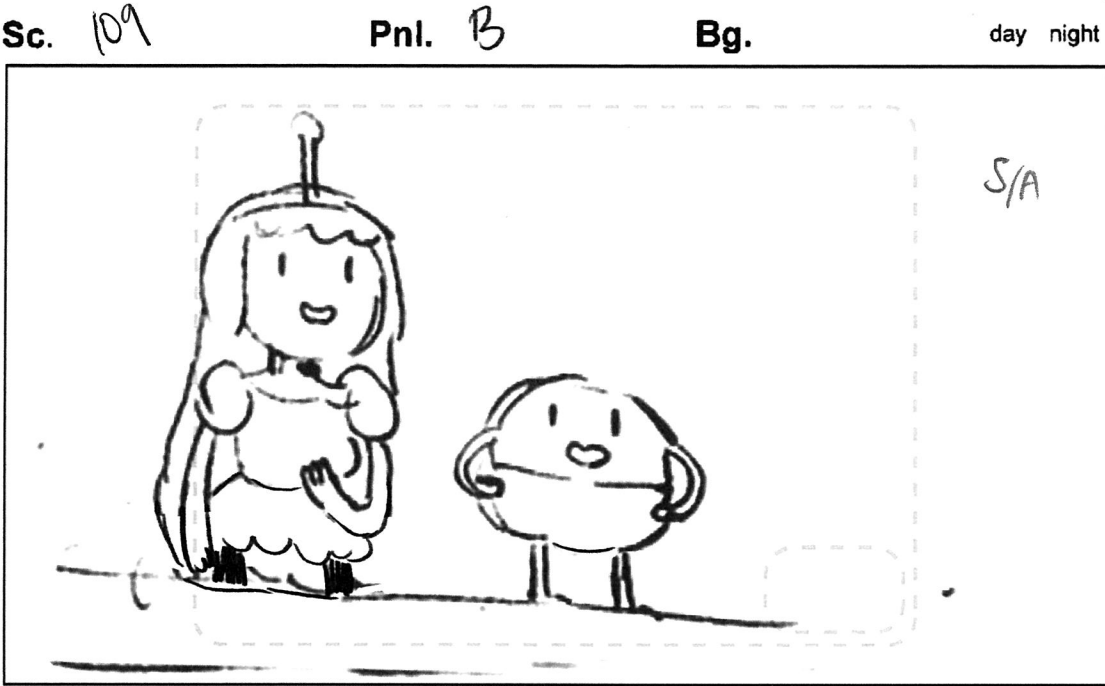
ADVENTURE TIME



Dialog:	<div>KIDS: HURRAY FOR PRINCESS BUBBLEGUM!!!</div> <div>CANDY PEOPLE: (cheering continues o/s lower volume)</div> <div>PEP: THAT'S A BREAKTHROUGH RIGHT THERE, PRINCESS!</div>
Action:	
Timing:	

EPISODE # 1042-250  
Production :

ADVENTURE TIME



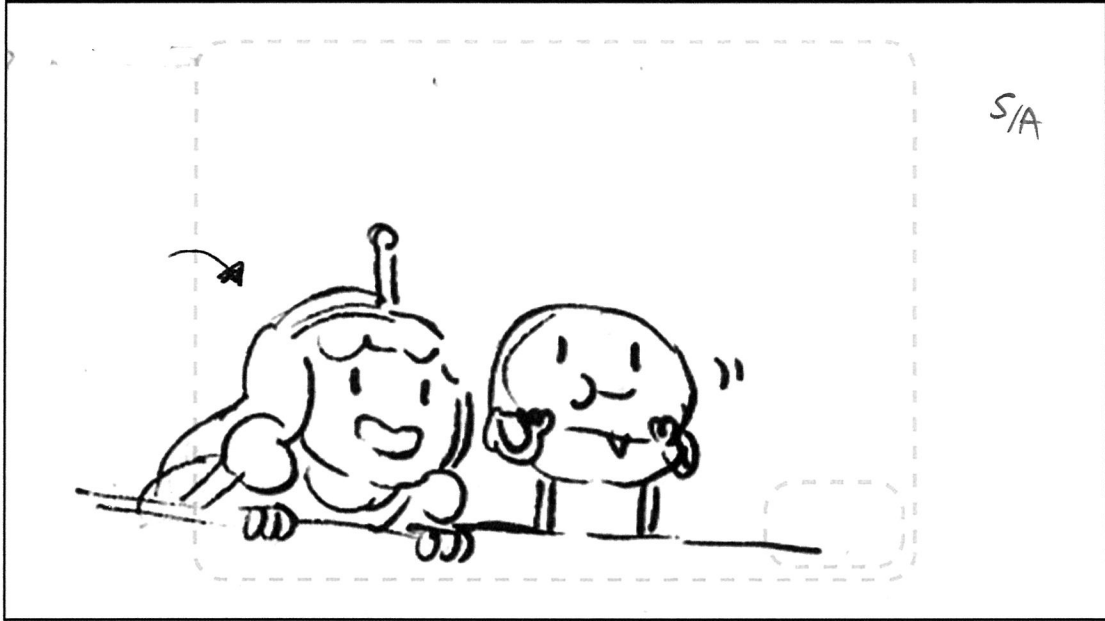
Dialog:	PEP: I SHOULD HAVE BEEN ENDANGERING CANDY PEOPLE THIS WHOLE TIME.	SFX: (PRRT) PB: SSHH,,, LISTEN!
Action:	( PB squirts jellybeans into Peps ) mouth to quiet him.	
Timing:		

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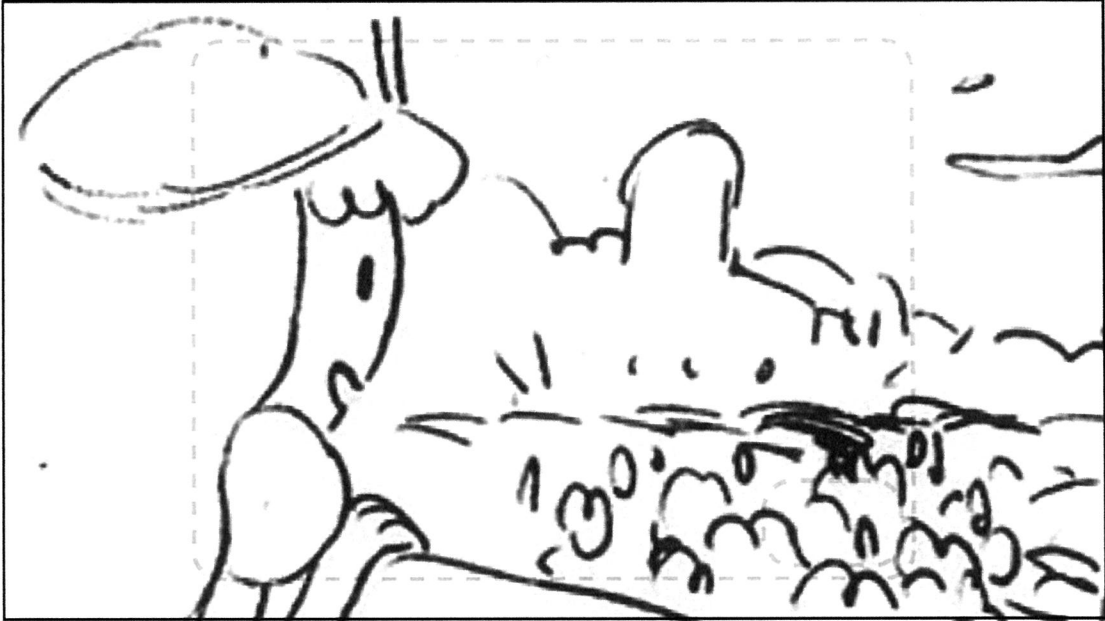
ADVENTURE TIME



Sc. 109 Pnl. D Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog:	PP: THEY LOVE my BEANS !!	CANDY PEOPLE : (louder again) HURRAY FOR BUBBLEGUM !!
Action:	(pepbut chews the beans)	
Timing:		

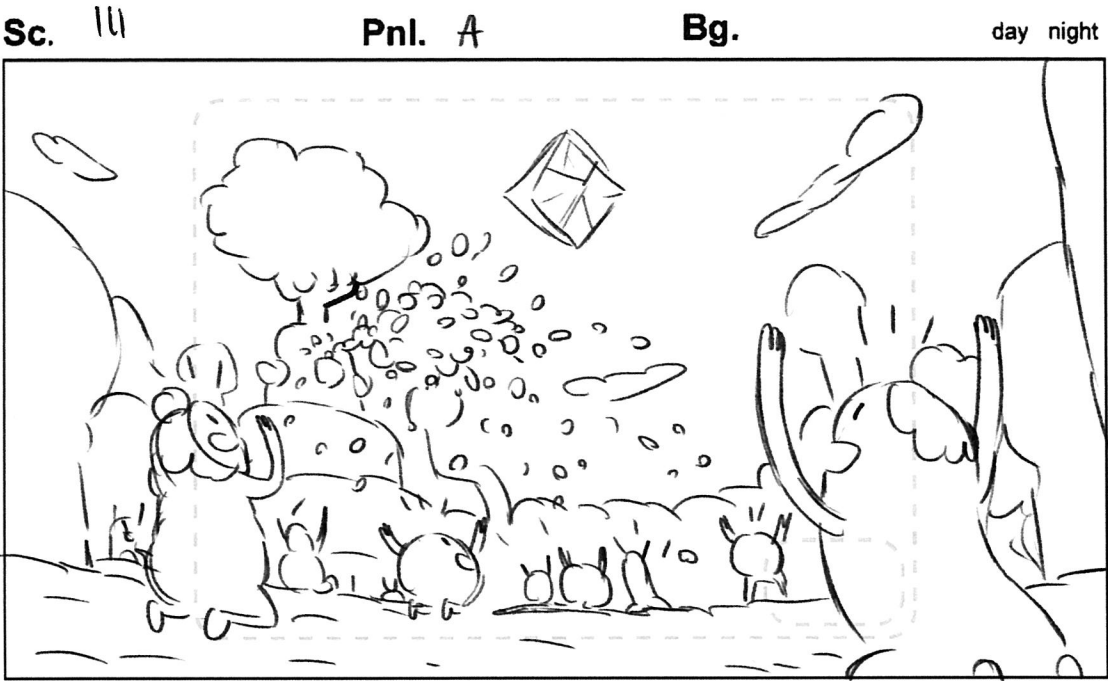
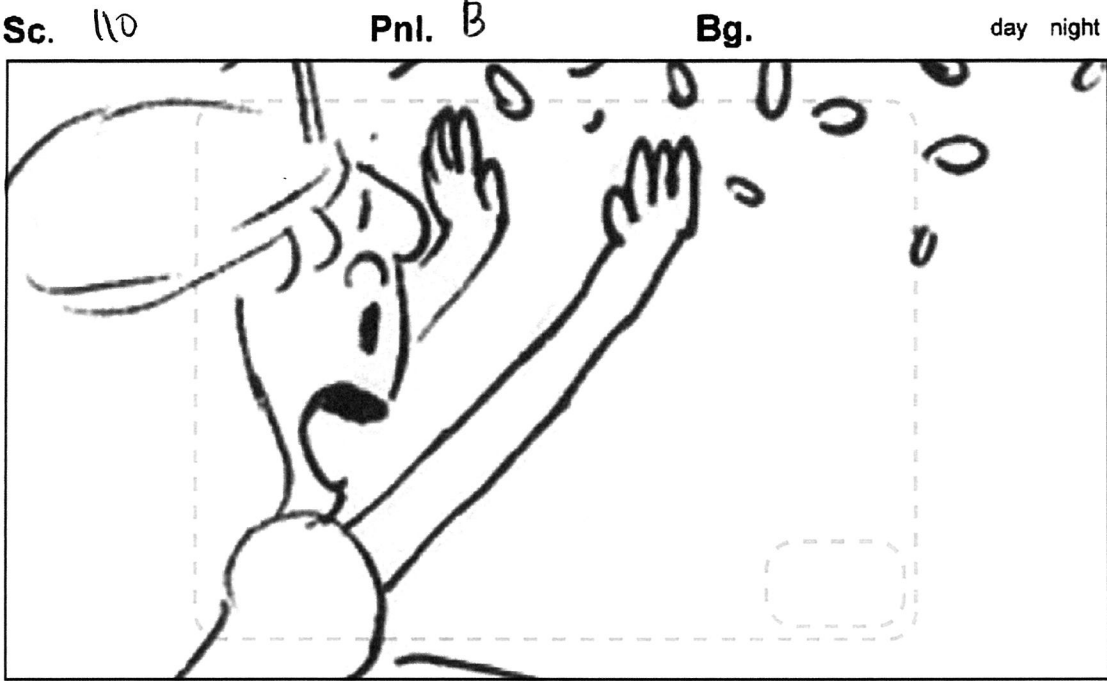
1042-250

EPISODE #

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ADVENTURE TIME



Dialog:	<u>PB</u> : HECK YEAH !!	<u>CROWD</u> : HURRAY !! / BUBBLEGUM !/ JELLY RAIN !! / HURRAY ! / WOOO! etc.
Action:	( shoots jellies into the air )	( jelly rain )
Timing:		

EPISODE # 1042-250  
Production :

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ADVENTURE TIME



Sc. 112

Pnl. A

Bg.

day night



Sc. 113

Pnl. A

Bg.

day night



Dialog:

SFX: (distant cheers)

SFX: (VRRR)

Action:

(BG blurry? jellybeans rain)

Timing:



1042-250

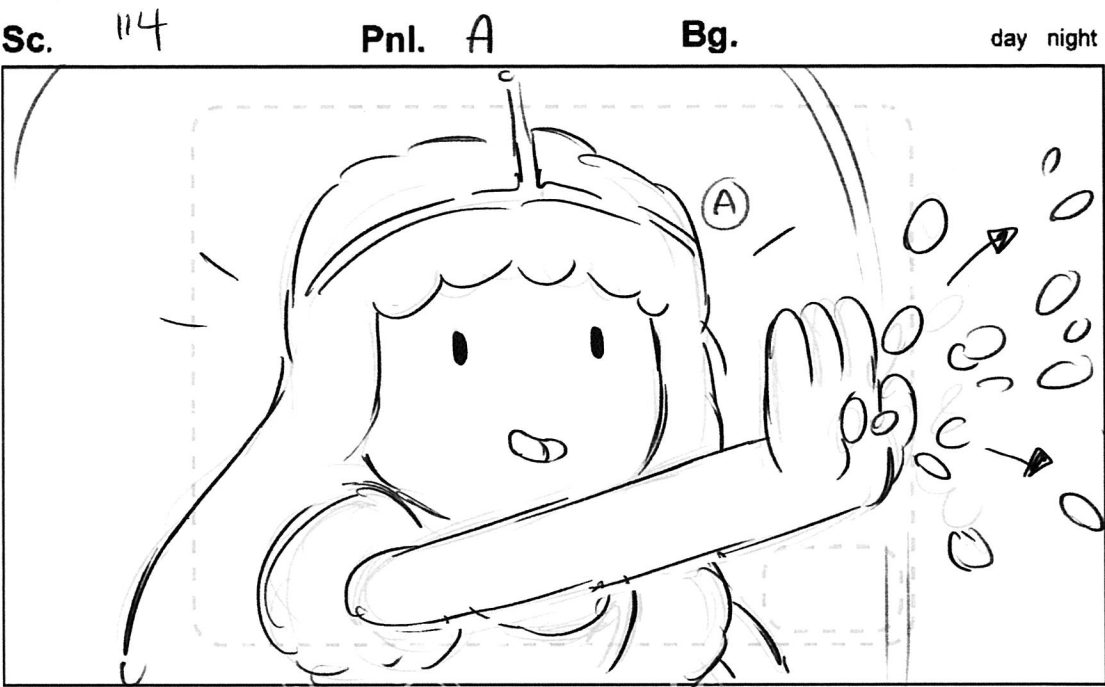
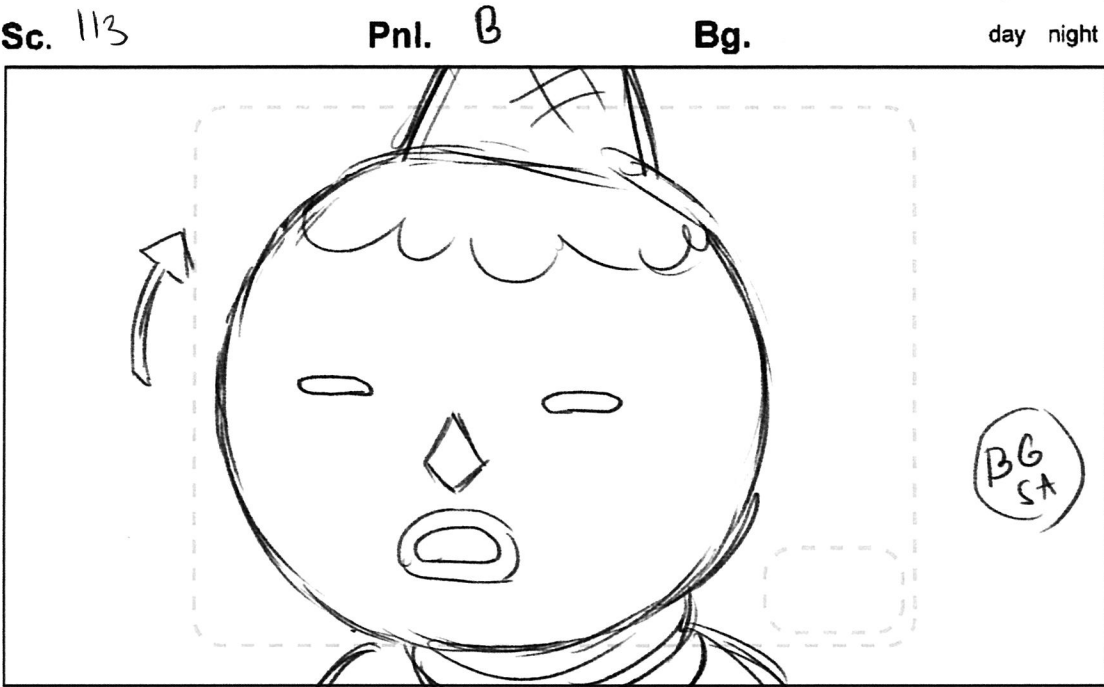
EPISODE #

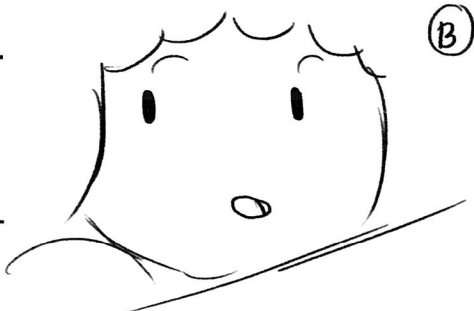
Production :



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ADVENTURE TIME



Dialog:	GG #1: CHAOTIC PRECENCE DETECTED.	PB: EH?
Action:	- GUMBALL GUARDIAN ACTIVATES.	
Timing:		

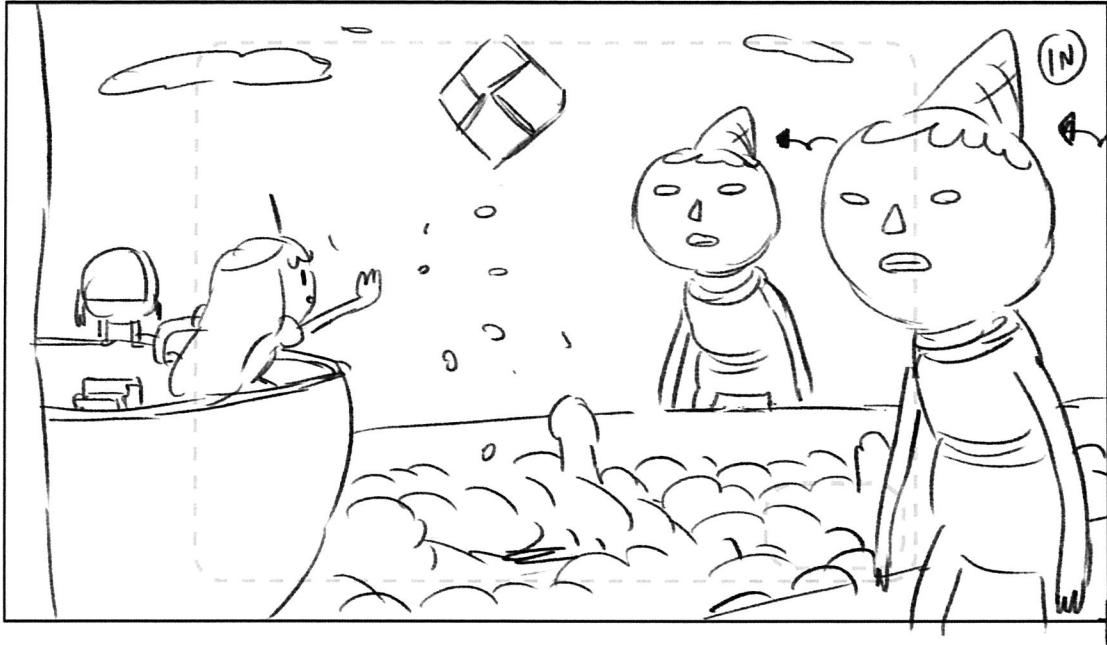
EPISODE # 1042-250  
Production :

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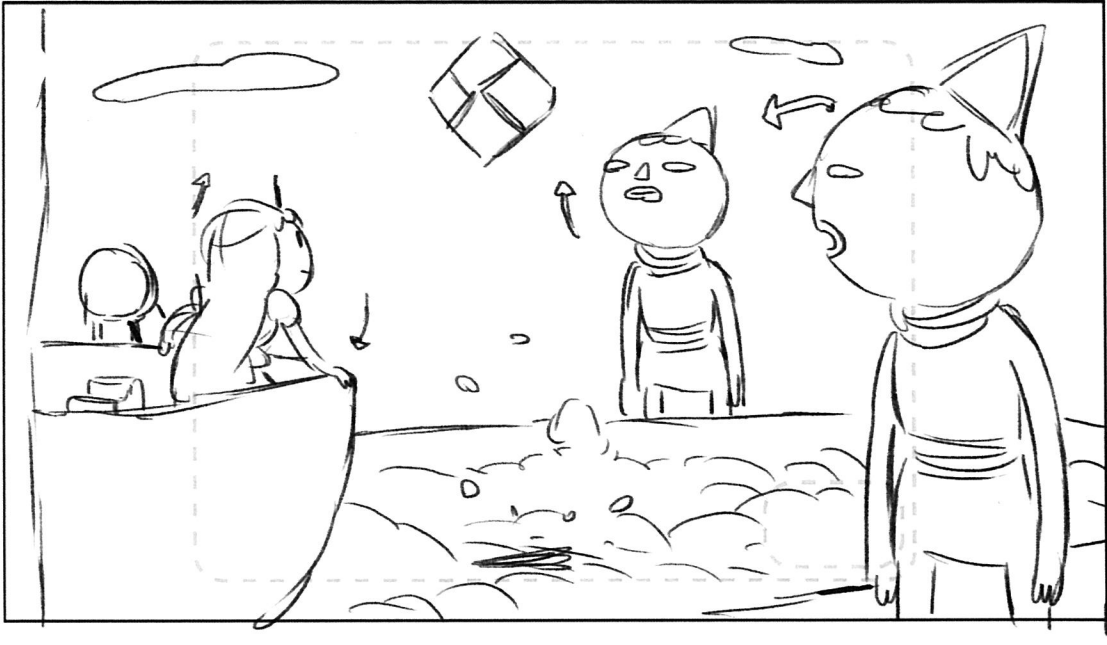
ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 Pnl. B Bg. day night



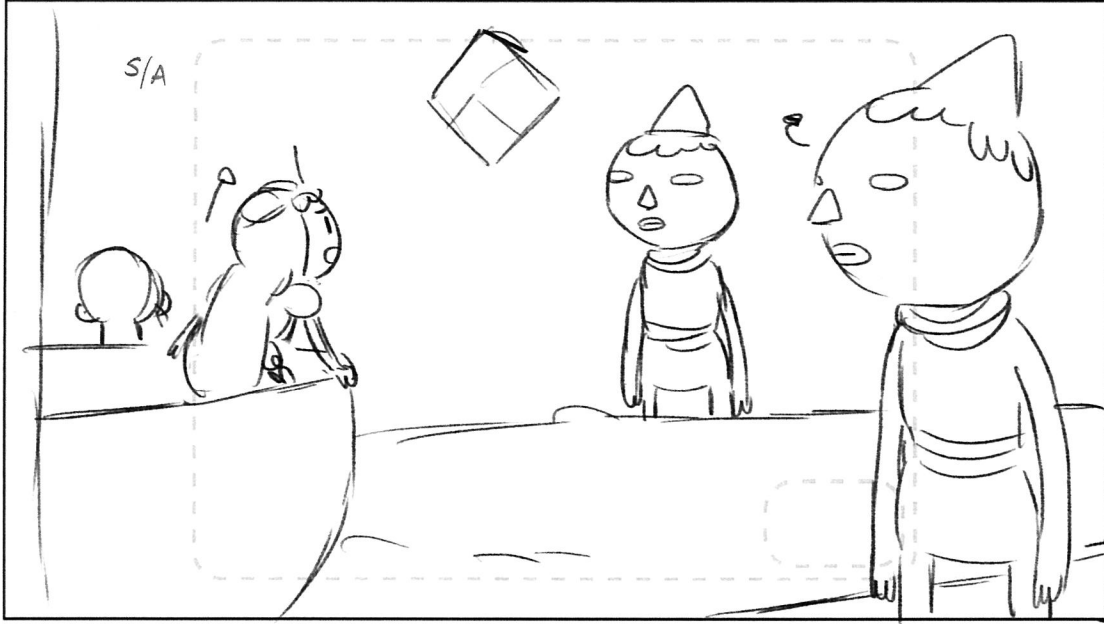
Dialog:	<u>PB</u> : OH..	<u>GG #1</u> : INITIATING ANNIHILATION
Action:	- GUMBALL GUARDIANS WALK ON/S.	
Timing:		

EPISODE # 1042-250  
Production :

ADVENTURE TIME



Sc. 115 Pnl. C Bg. day night



Sc. 114 Pnl. A Bg. day night



Dialog:	<p>PB: HEY, NO, IT'S OK GUYS.</p> <p>PB: STAND DOWN</p>
Action:	
Timing:	

1042-250

EPISODE #

Production :

ADVENTURE TIME

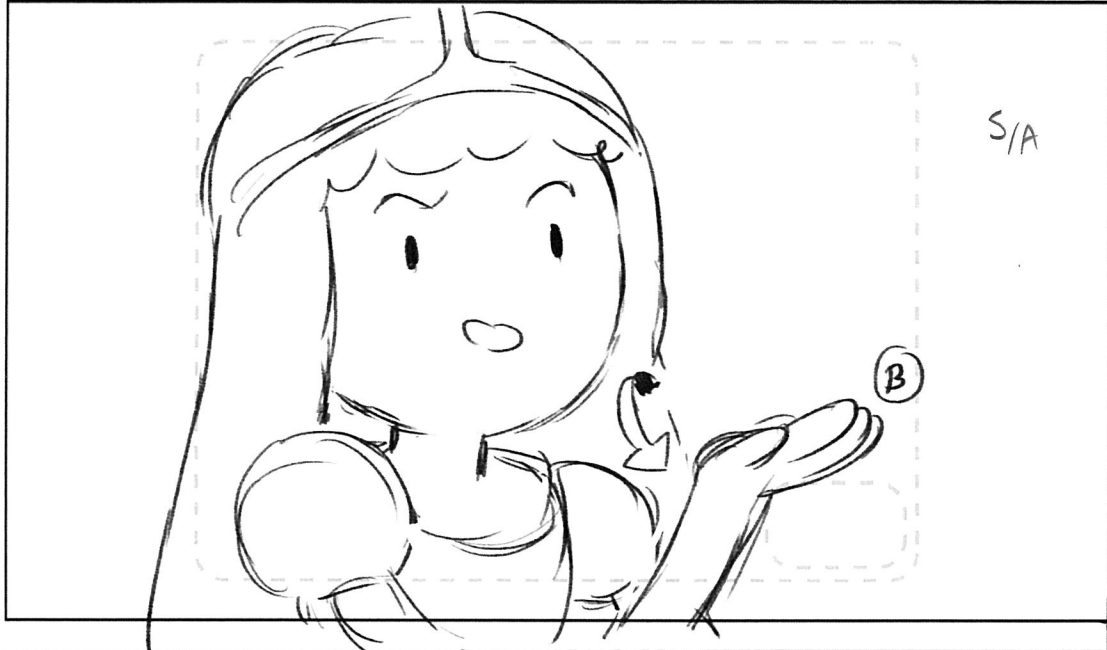


Sc. 117

Pnl. B

Bg.

day night

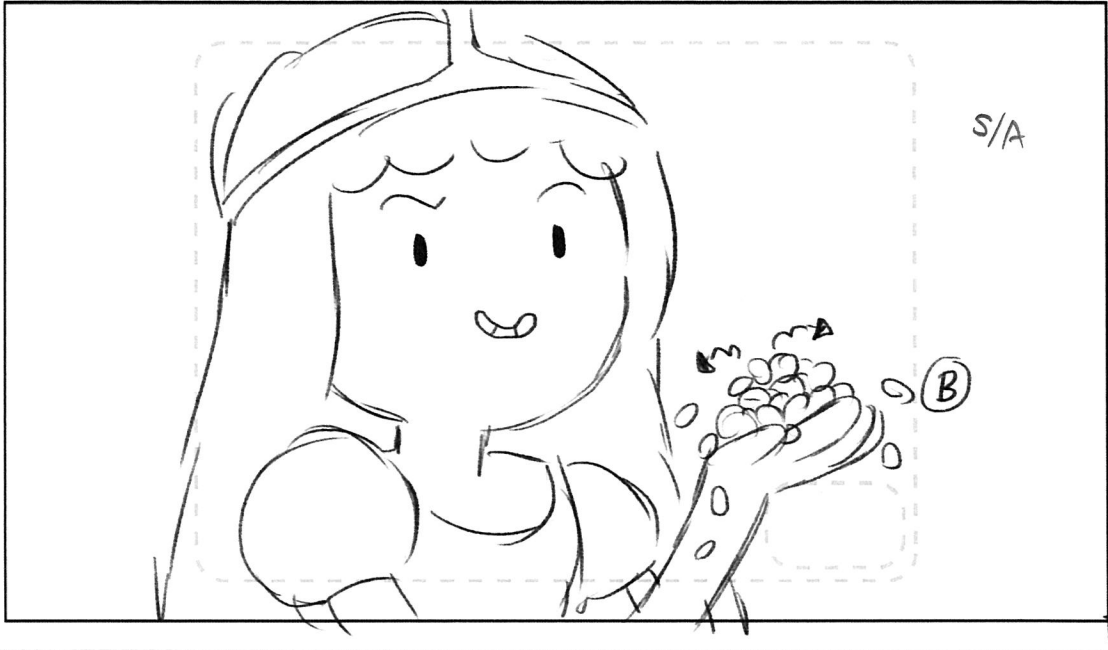


Sc. 117


Pnl. C

Bg.

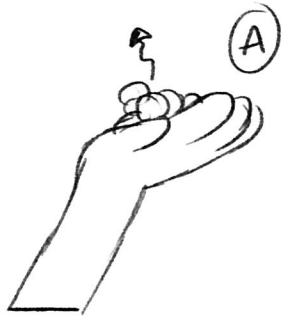
day night



Dialog:	
<u>PB</u> : I'VE GOT THIS.	<u>SFX</u> : * FRRT *
Action:	
Timing:	



- MOUND OF JELLY BEANS  
GENERATE ON TOP OF PB'S  
PALM.



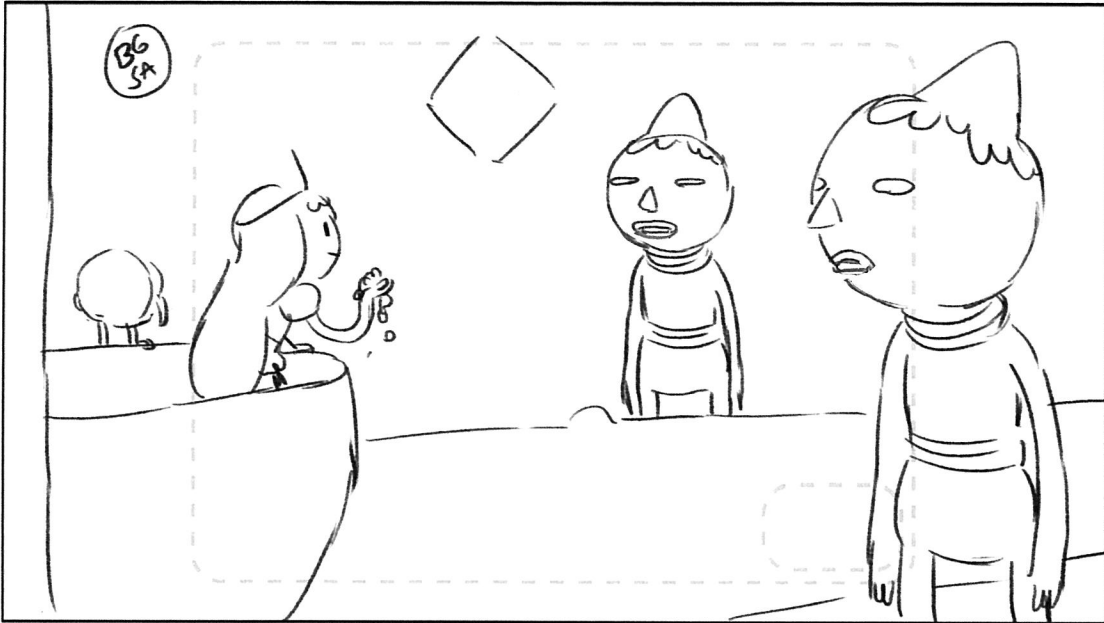
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# ADVENTURE TIME

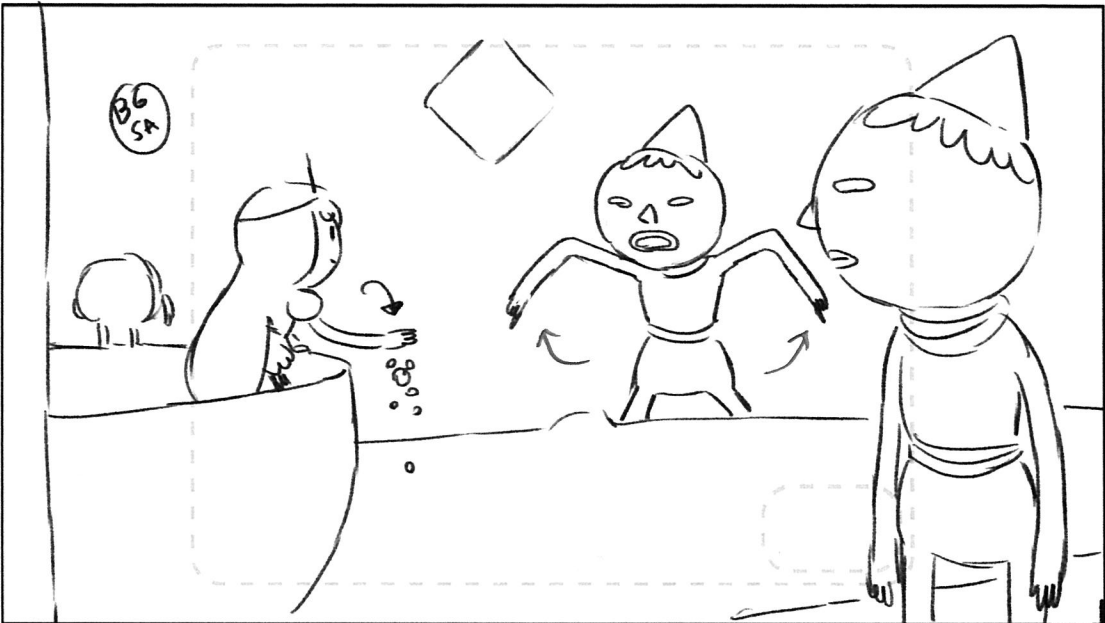


Page 202

Sc. 118 Pnl. A Bg. day night



Sc. 118 Pnl. B Bg. day night



Dialog:	G.G #1 : ... ARE you SURE, mom? ...	G.G #1 : WE'VE GOT LASERS !
Action:		- PB DROPS JELLY BEANS.
Timing:		

EPISODE # 1042-250  
Production :

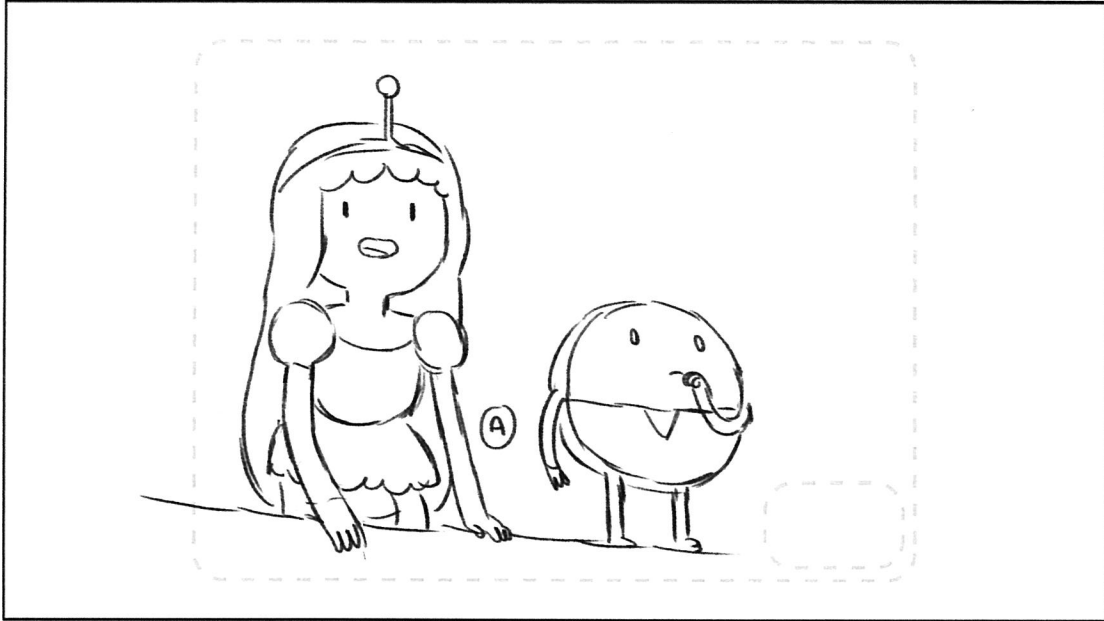
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# ADVENTURE TIME

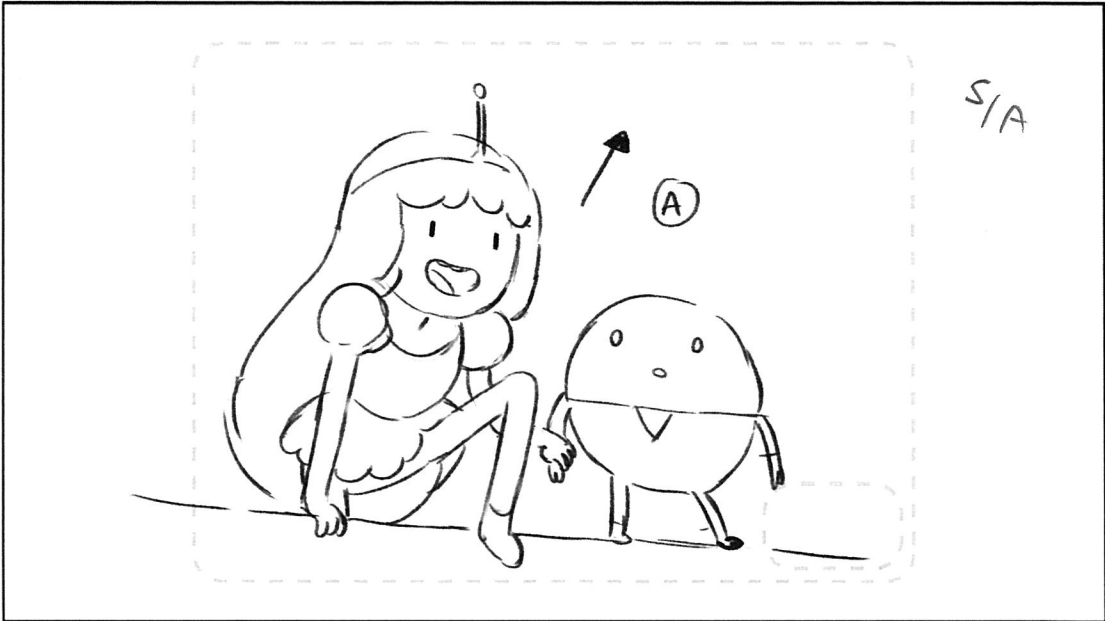


Page 203

Sc. 119 Pnl. A Bg. day night



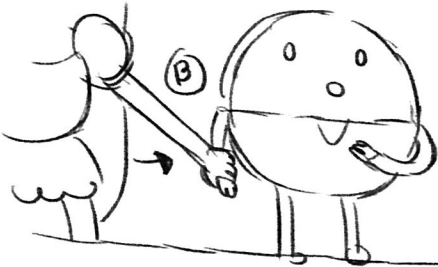
Sc. 119 Pnl. B Bg. day night



Dialog: PB: YEAH, BUT --

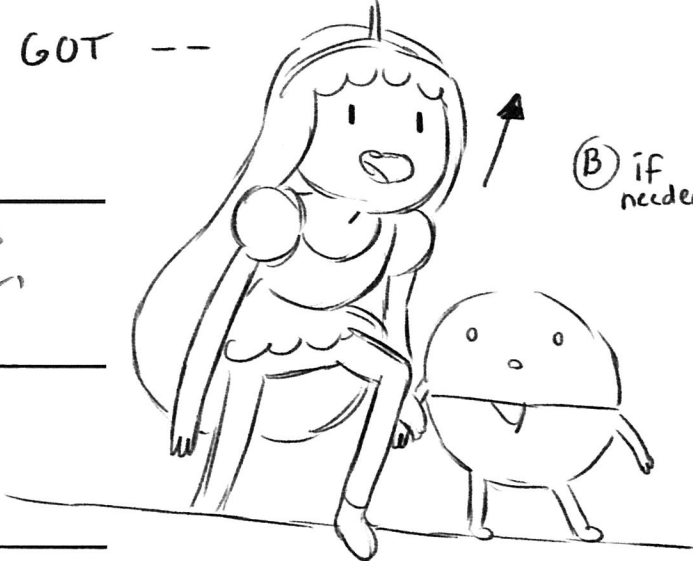
Action:

Timing:



-PB TAKES PEP. BUT BY THE HAND. -PB STEPS ONTO RAIL.

Dialog: PB: -- I'VE GOT --



1042-250

EPISODE #

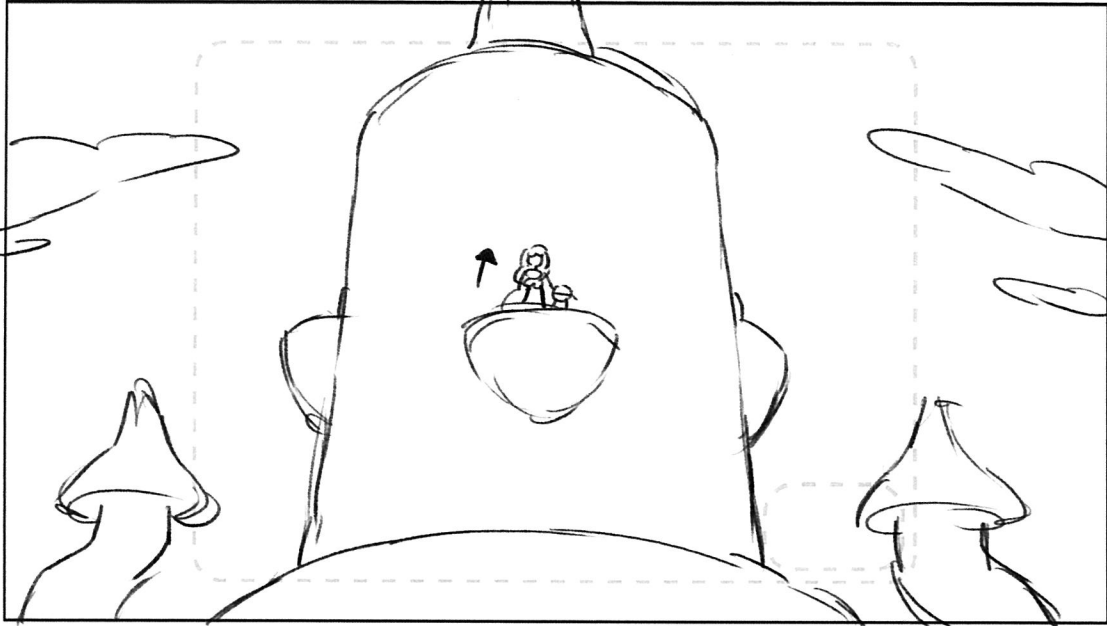
Production :

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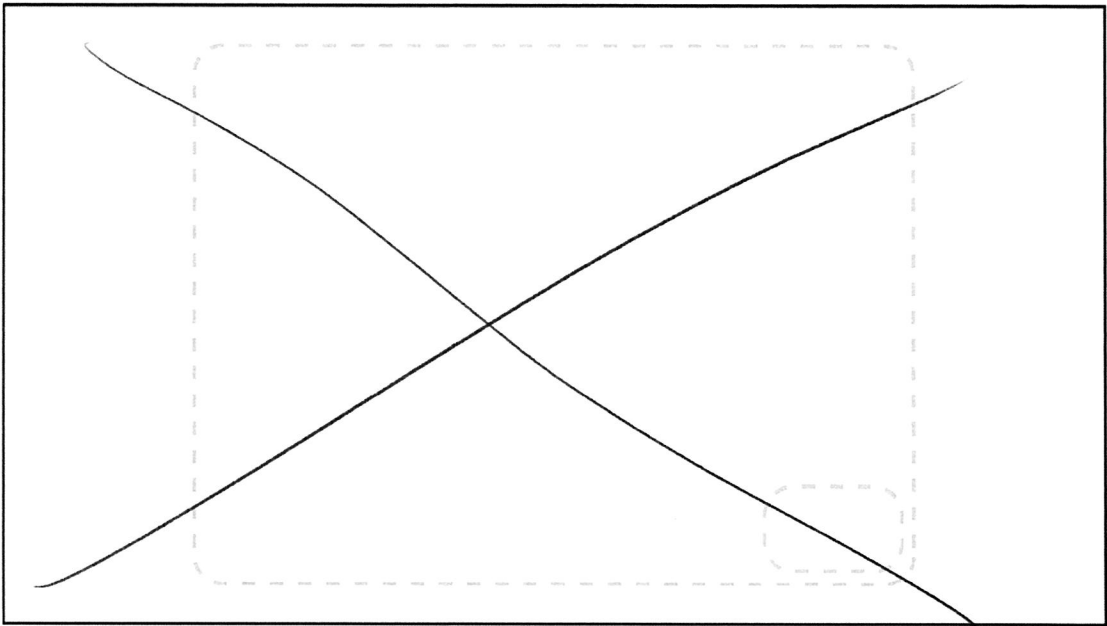
ADVENTURE TIME



Sc. 120 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

PB: CANDY!!

Action:

(PB's motion follows through from past shot)

Timing:

EPISODE #

1042-250

Production :

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ADVENTURE TIME

Sc. 120

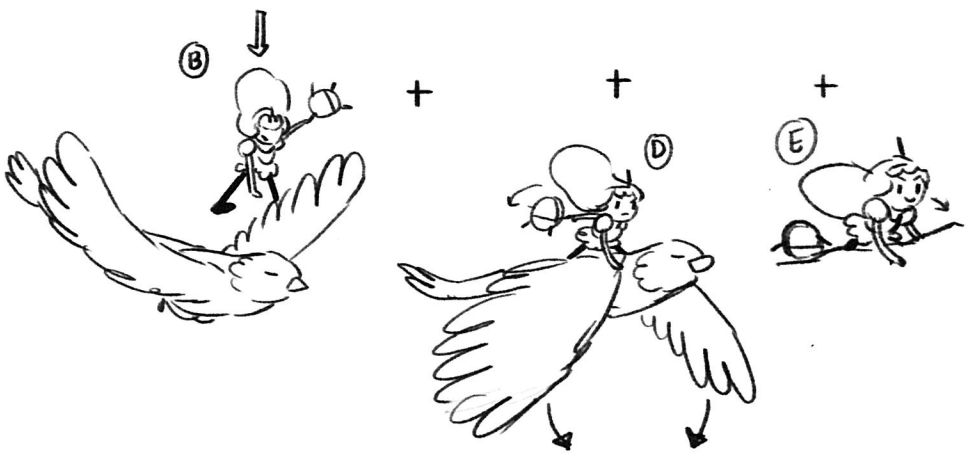
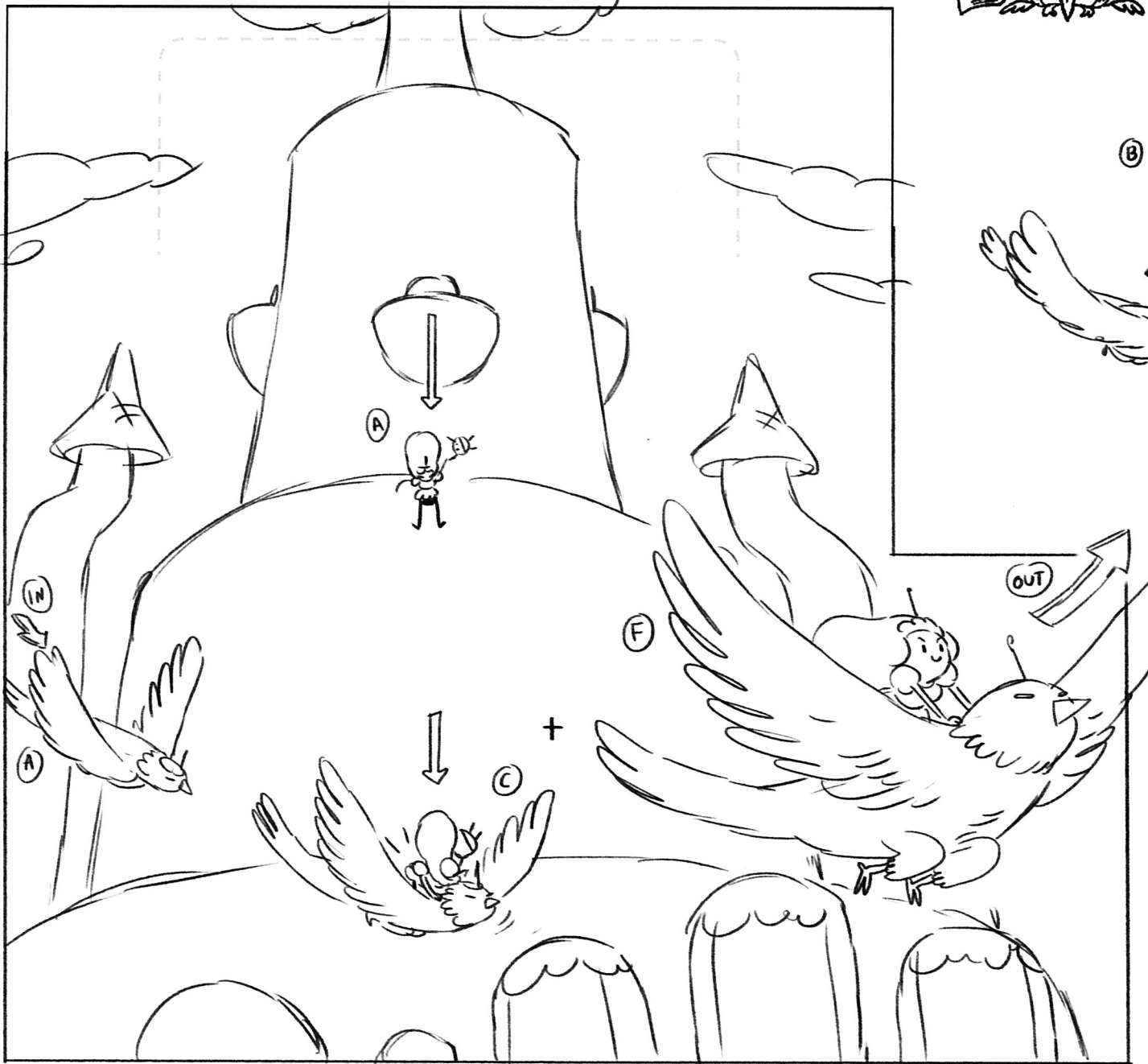
Pnl. B

Bg.

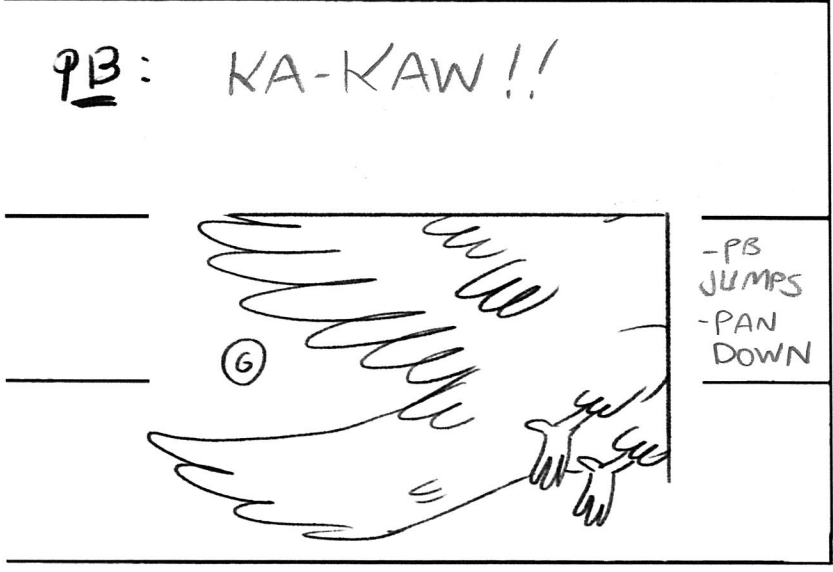
day night



Page 205



-PAN W/ PB



-PB  
JUMPS  
-PAN  
DOWN

EPISODE # 1042-250  
Production :

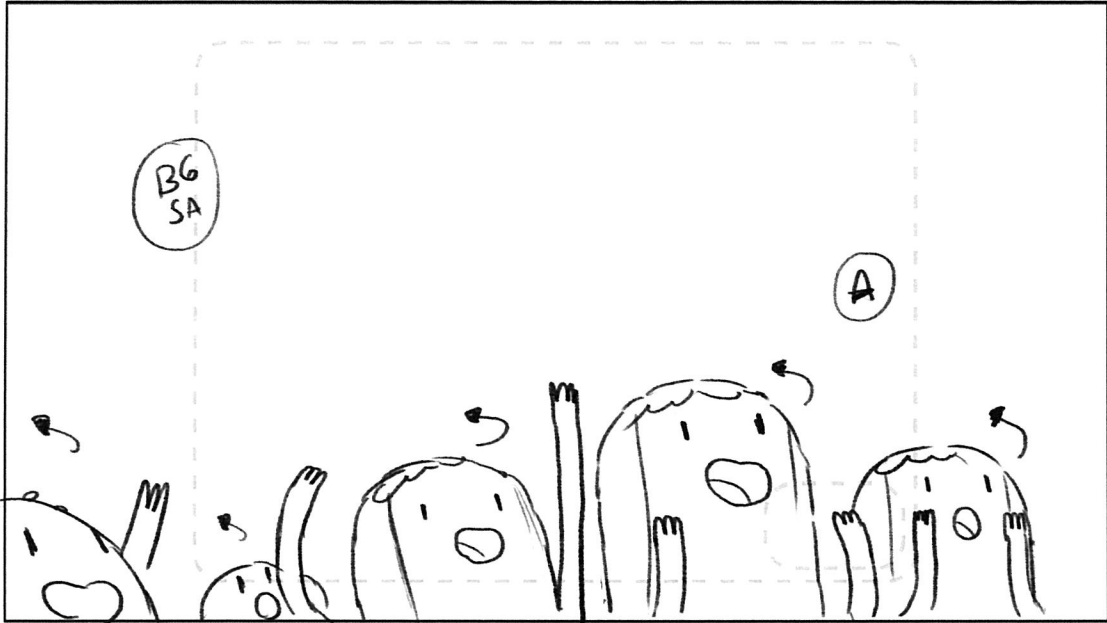


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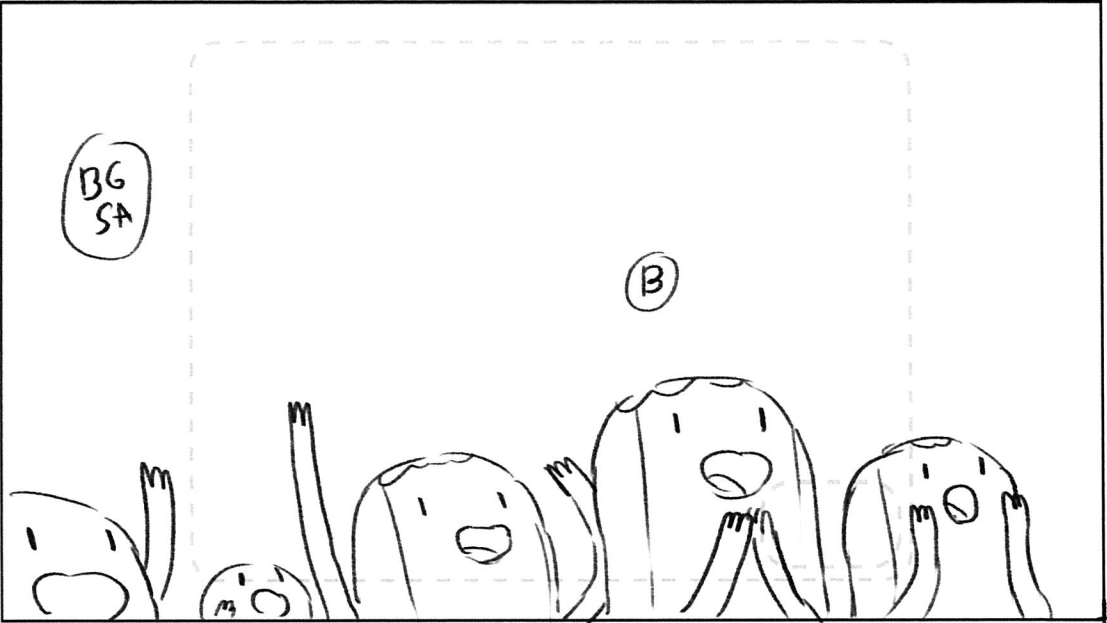
# ADVENTURE TIME



Sc. 120 Pnl. C Bg. day night



Sc. 120 Pnl. D Bg. day night



Dialog:	BG #1: SO MAJESTIC! ALT WOOD-BUBBLEGUM!
Action:	- BANANA GUARDS AND CANDY PEOPLE TURN.
Timing:	

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ADVENTURE TIME

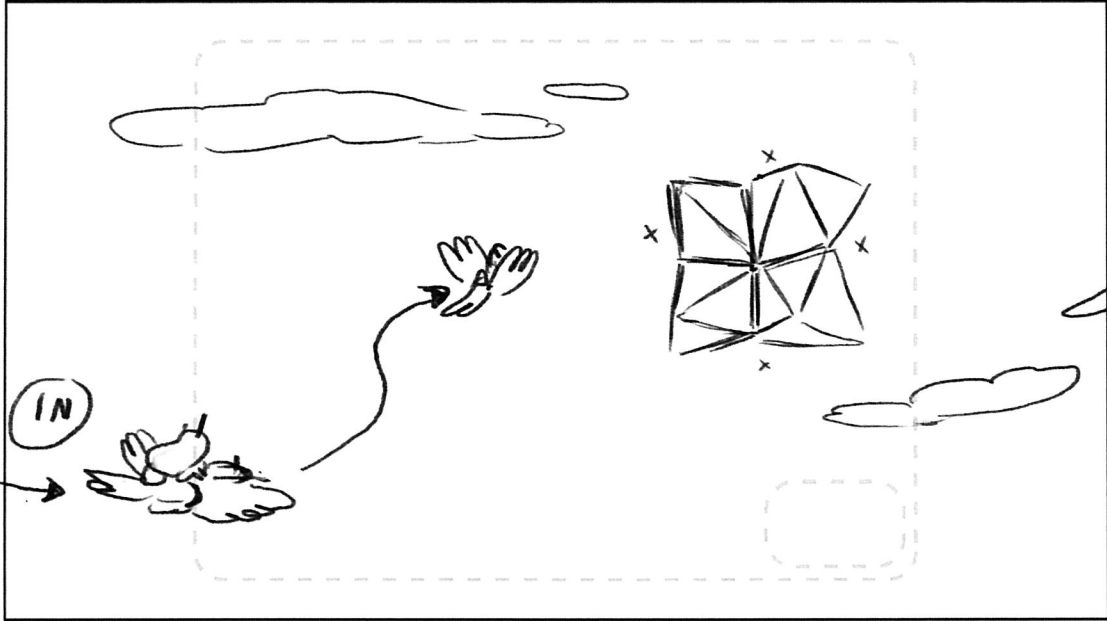


Sc. 121

Pnl. A

Bg.

day night

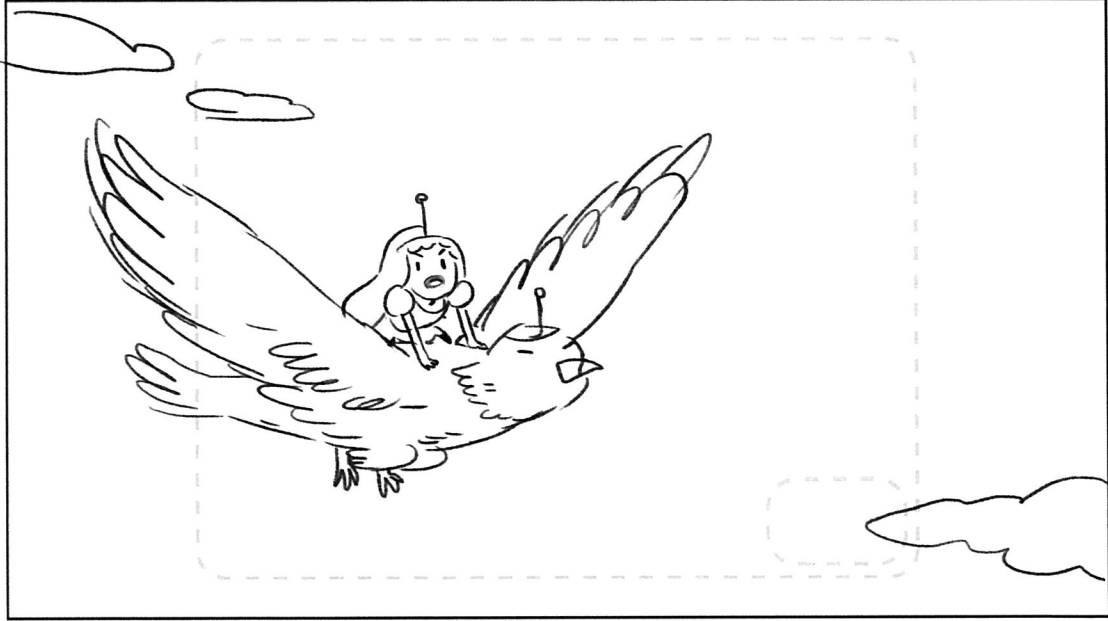


Sc. 122

Pnl. A

Bg.

day night



Dialog:	<div>FT: PICK A NUMBER...</div> <div>PB: How ABOUT...</div>
Action:	<div>- PB FLIES UP TO FORTUNE TELLER.</div>
Timing:	

1042-250  
EPISODE #  
Production :

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# ADVENTURE TIME



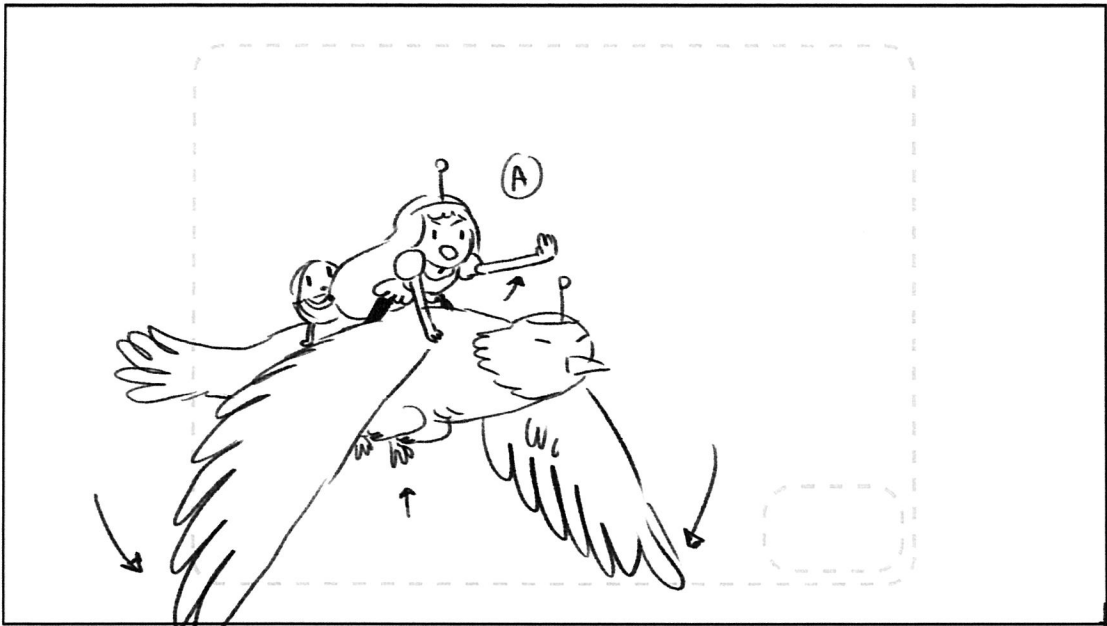
Page 208

Sc. 122

Pnl. B

Bg.

day night

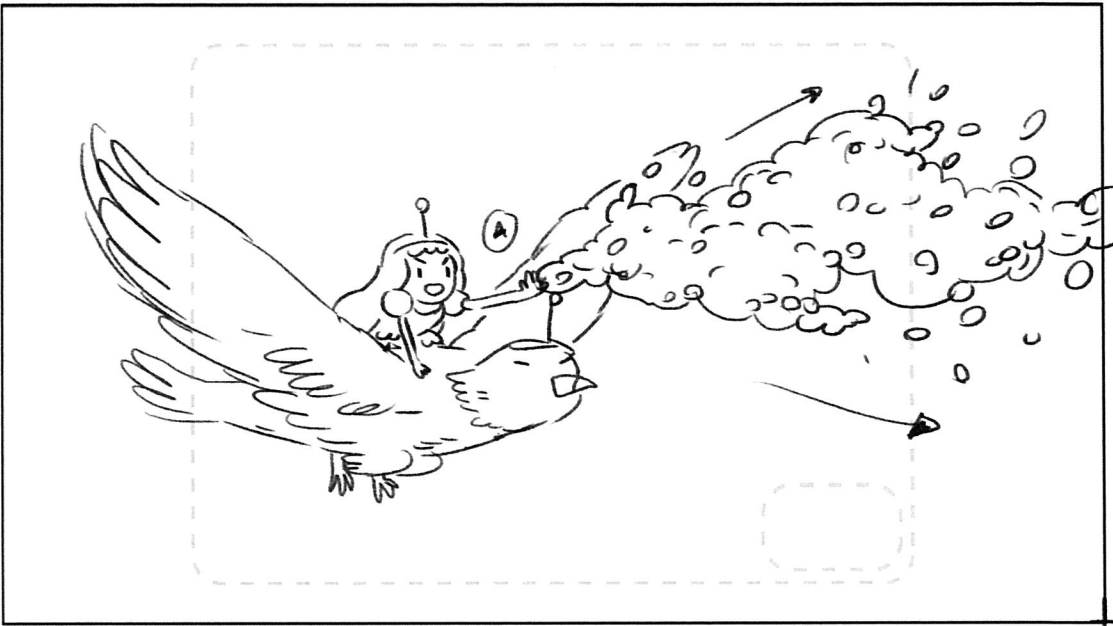


Sc. 122

Pnl. C

Bg.

day night

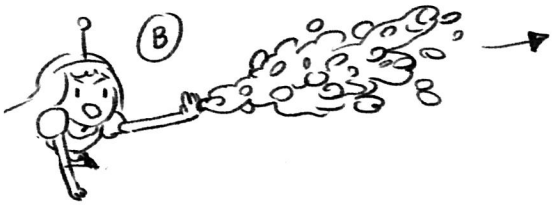


Dialog:

PB: A NUMBER OF JELLY BEANS --

PB: IN YOUR FACE!

Action:



Timing:

- PB SHOTS OUT A BEAM OF JELLY BEANS.



EPISODE #  
**1042-250**

Production :

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ADVENTURE TIME

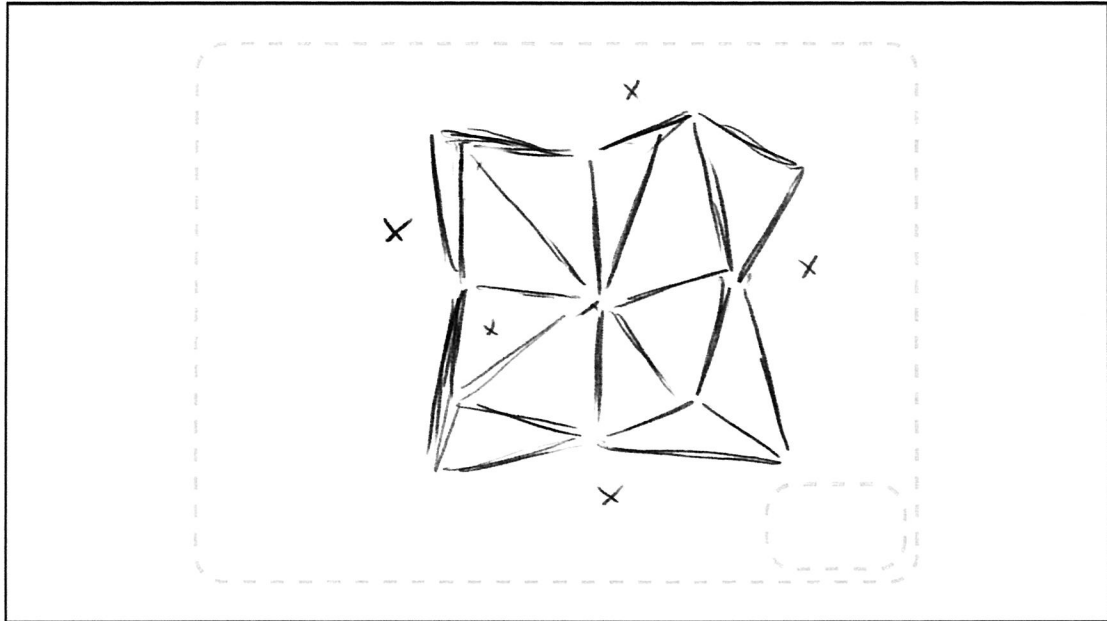


Sc. 123

Pnl. A

Bg.

day night

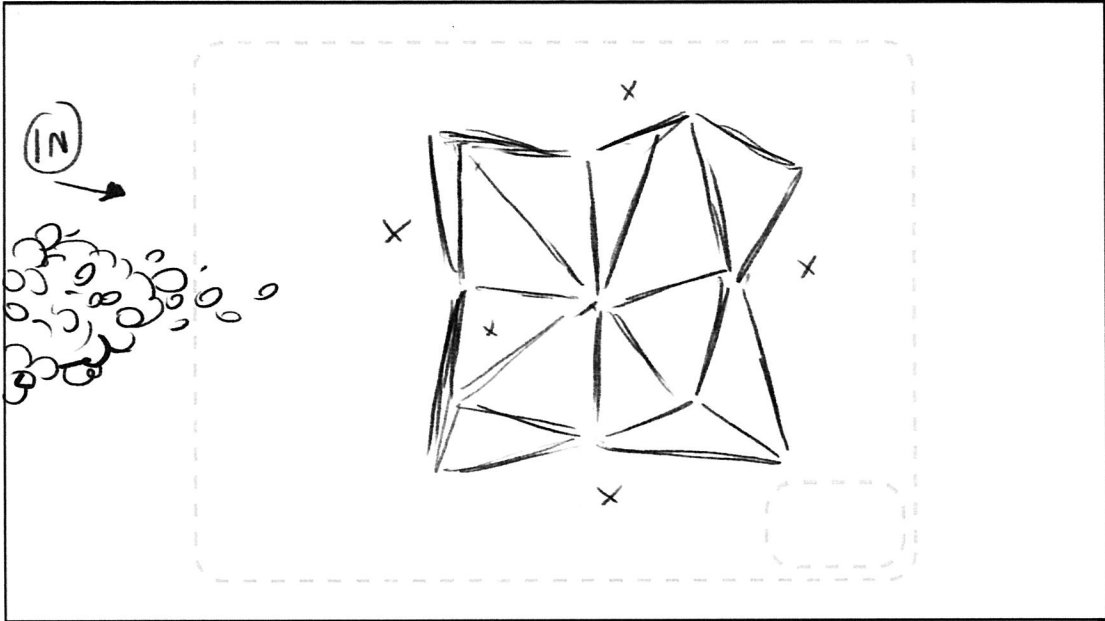


Sc. 123

Pnl. B

Bg.

day night



Dialog:
Action: - JELLY BEAN BEAM SHOOTS ON/5.
Timing:

EPISODE # 1042-250  
Production :

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ADVENTURE TIME

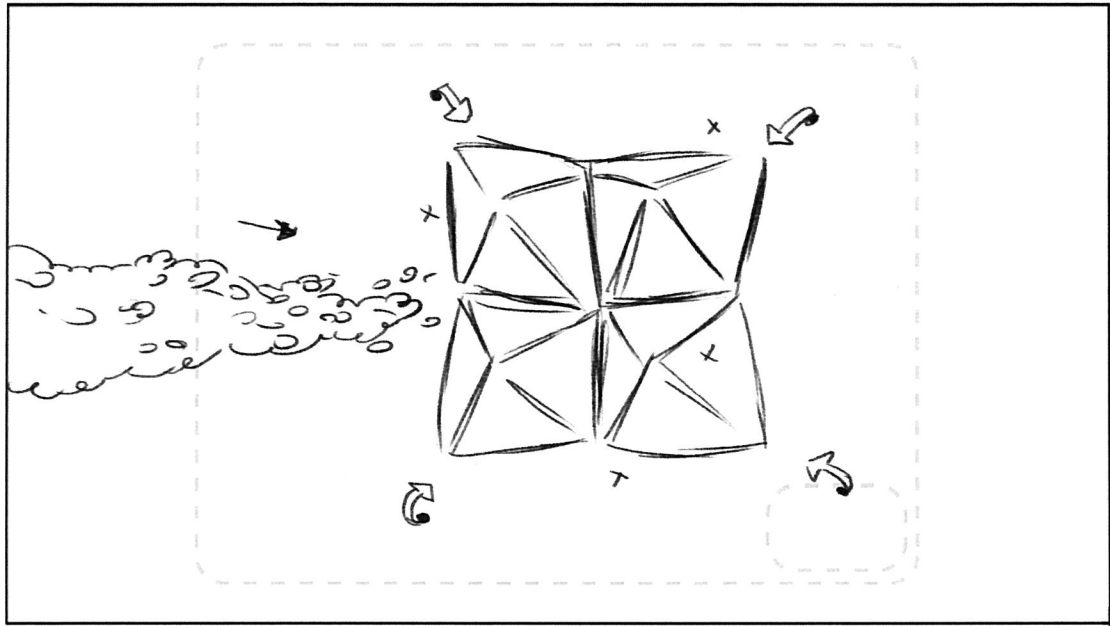


Sc. 123

Pnl. C

Bg.

day night

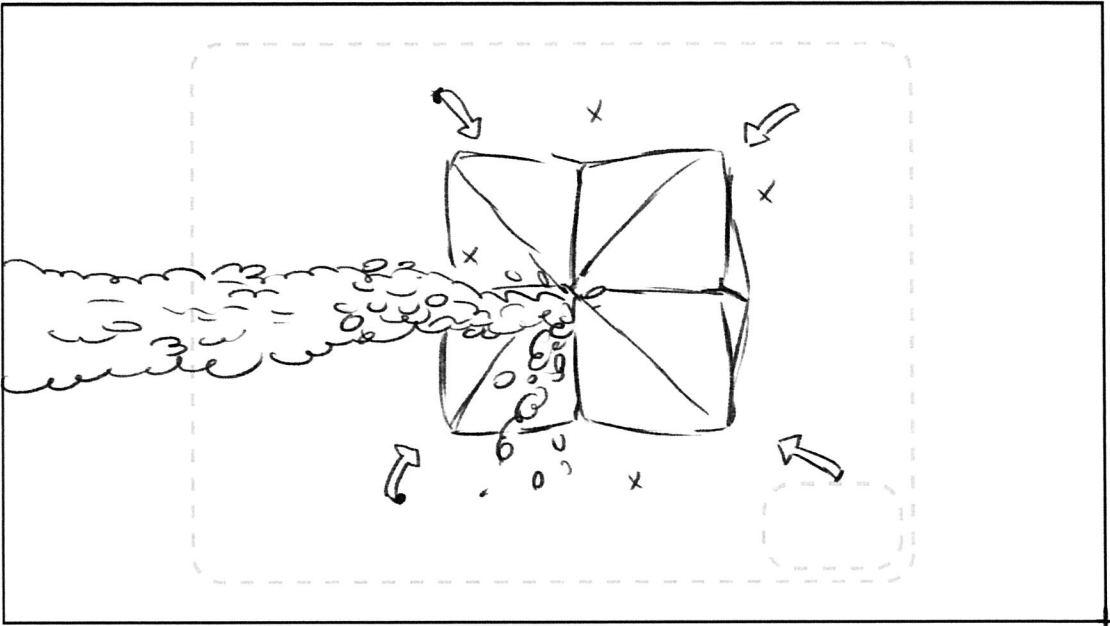


Sc. 123

Pnl. D

Bg.

day night



Dialog:	SFX: * FRRRT *	
Action:	- F.T. closes up	- beans ricochet away
Timing:		

EPISODE #

Production :

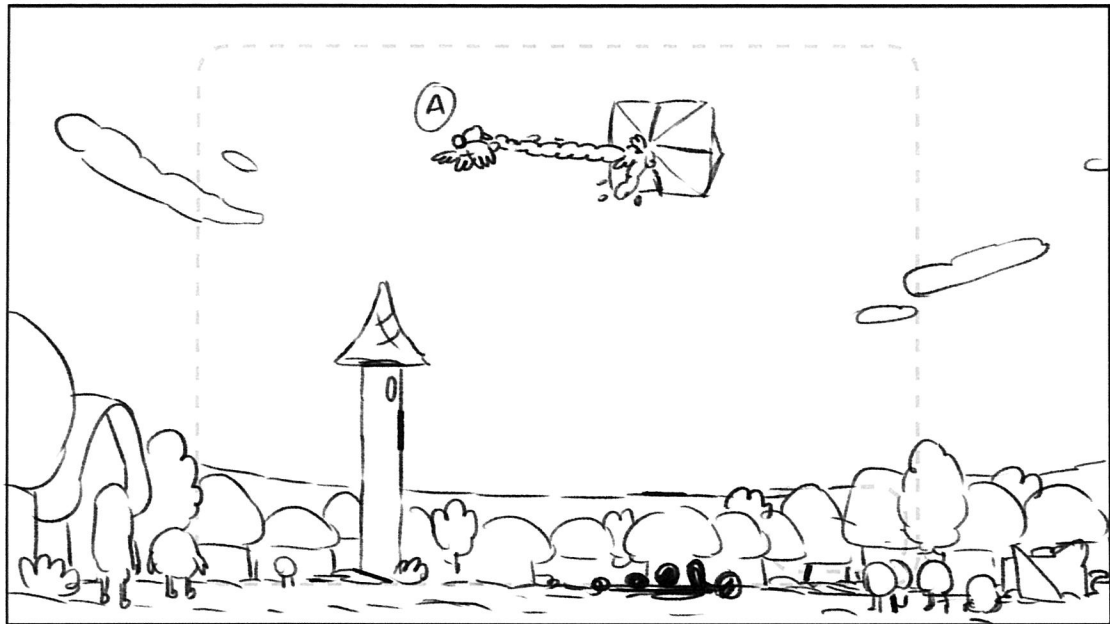
1042-250

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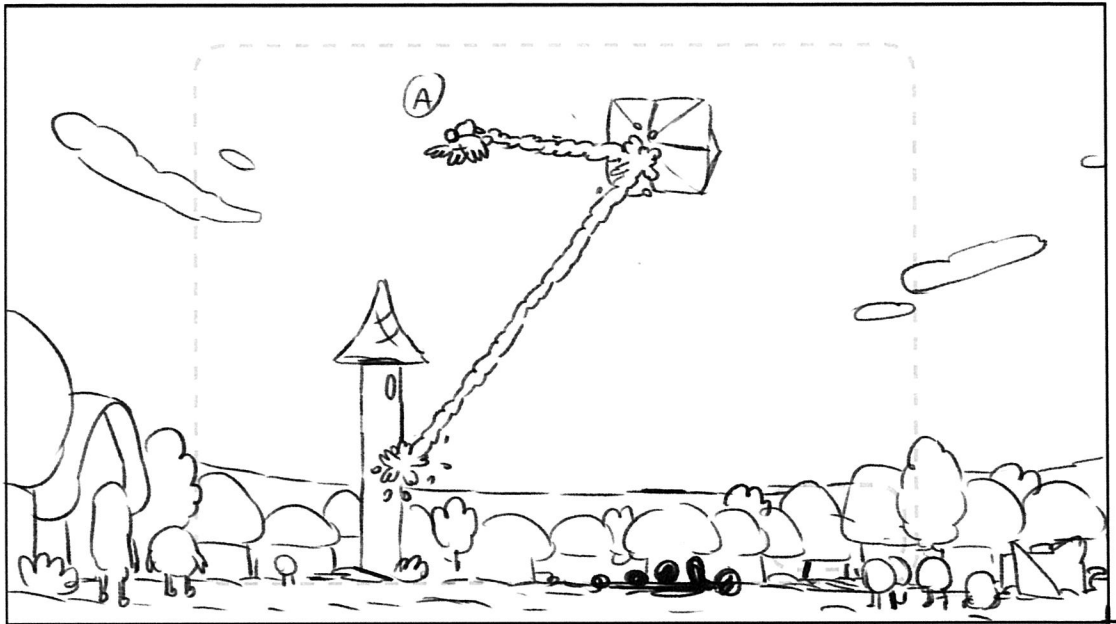
ADVENTURE TIME



Sc. 124 Pnl. A Bg. day night



Sc. 124 Pnl. B Bg. day night



Dialog:	
SFX: * PRRAT ! *	
Action:	(B) - JELLY BEAN BEAM ricochets into ANOTHER TOWER.
Timing:	(B)

EPISODE # 1042-250  
Production :

# ADVENTURE TIME

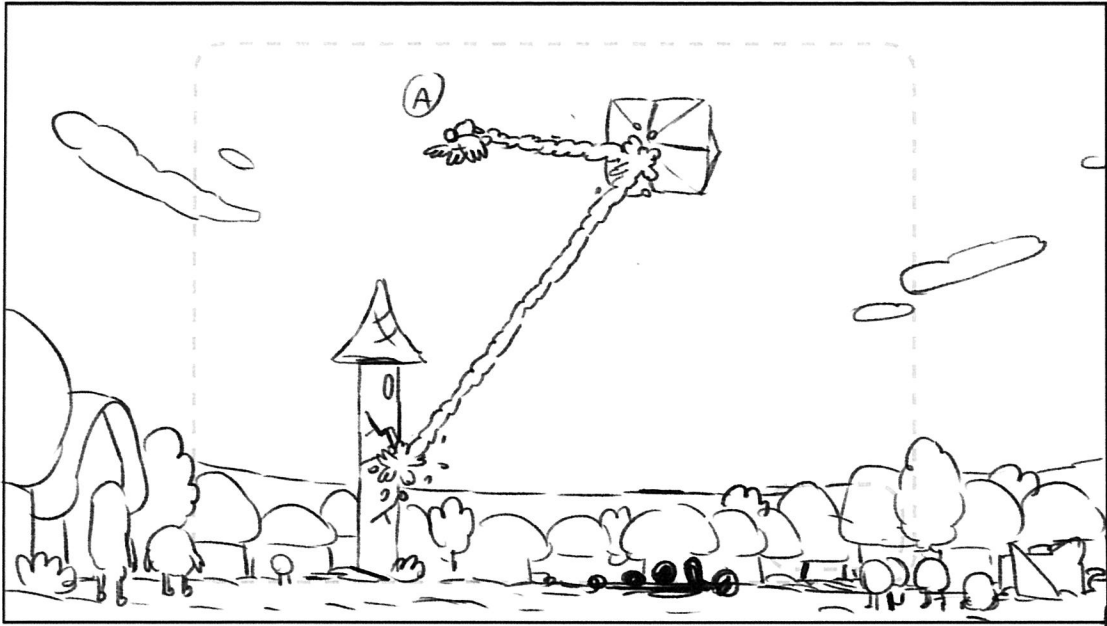


Sc. 124

Pnl. C

Bg.

day night

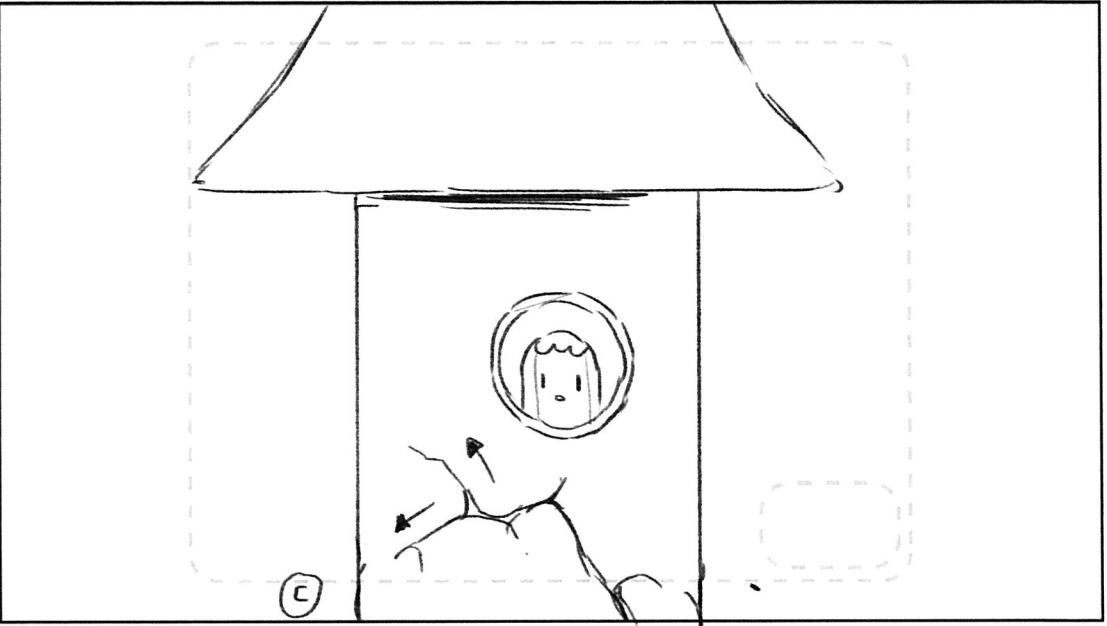


Sc. 125

Pnl. A

Bg.

day night



Dialog:

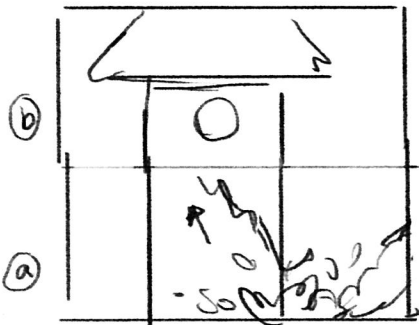
SFX: (CRACKS IN TOWER)

Action:



Timing:

SFX: (CRACKS)



adj. ↑



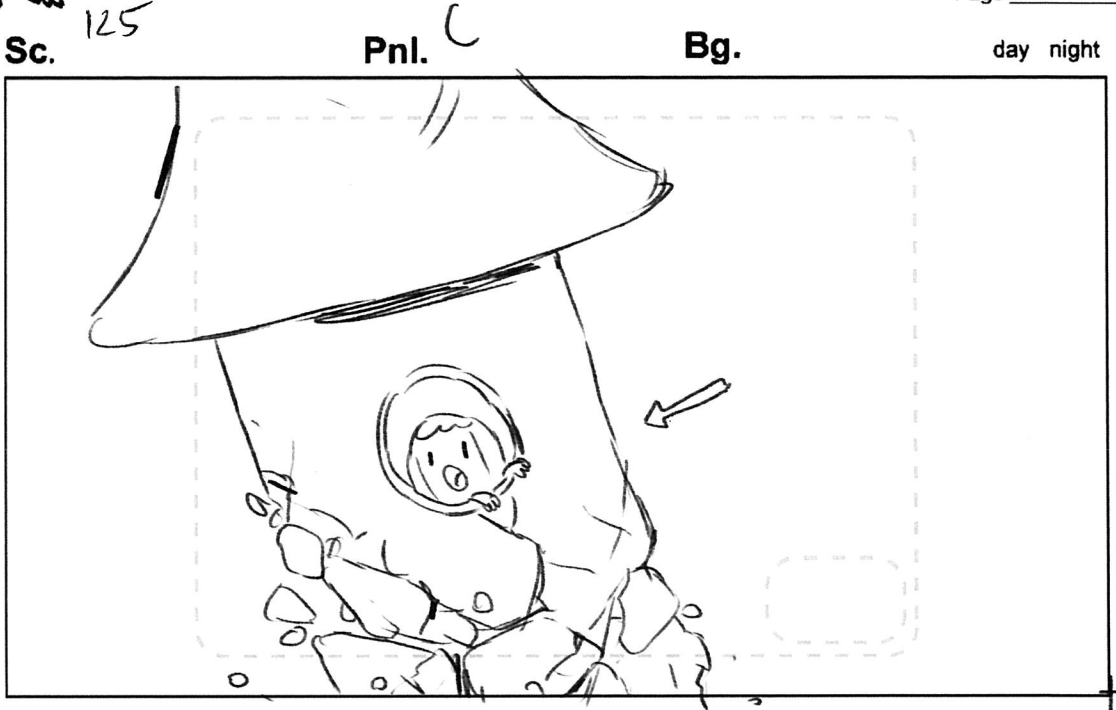
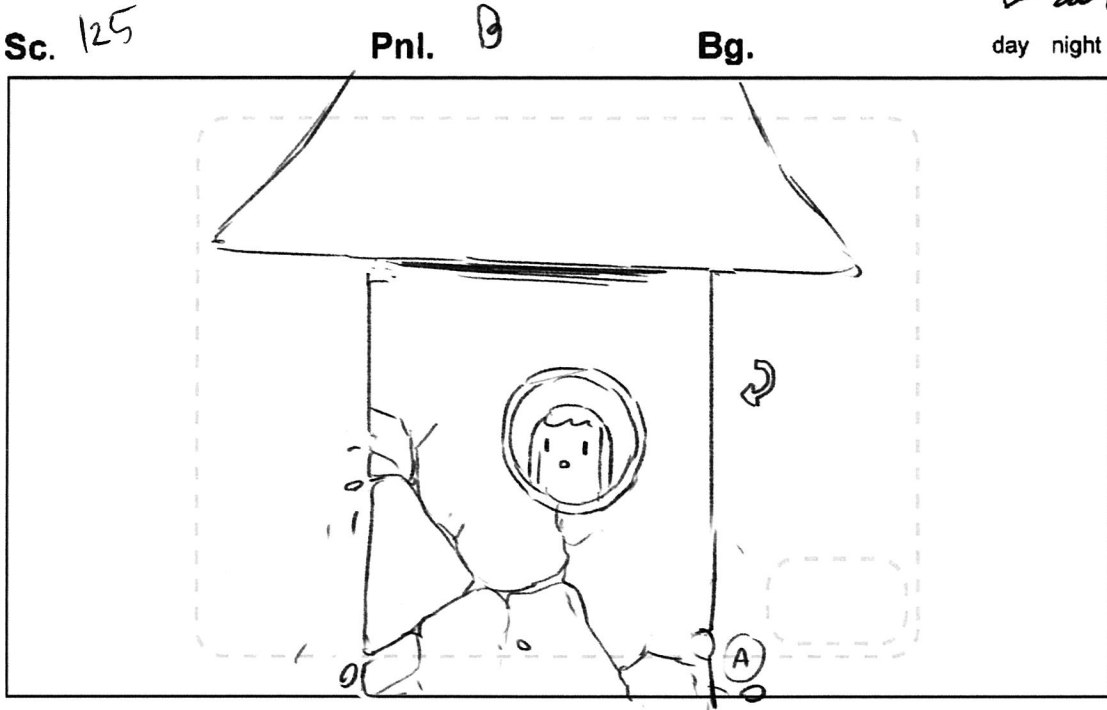
- CRACK TRAVELS UP TOWER TO BANANA GUARD.

EPISODE # 1042-250

Production :

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ADVENTURE TIME



Dialog:	B.G.#2: UH-OH. B.G.#2 WATCH OUT BELOW SFX: * CRK-K-K-K *
Action:	-TOWER STARTS FALLING
Timing:	

1042-250  
EPISODE #  
Production :



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ADVENTURE TIME

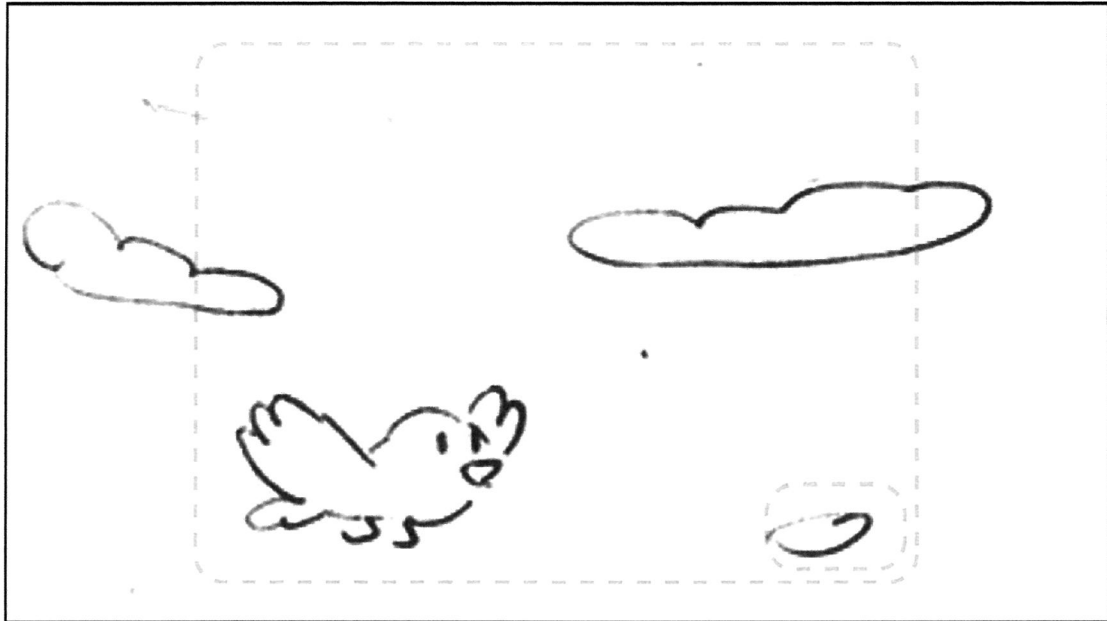


Sc. 124

Pnl. A

Bg.

day night



Sc. 126

Pnl. B

Bg.

day night



Dialog:	
BG#2 : (4S) A A A A --	BG#2: A A A A --
Action: - SCENE SUDDENLY VERY QUIET. - TOWER FALLS THROUGH SCREEN IN SLO-MOTION.	
Timing:	

1042-250

EPISODE #

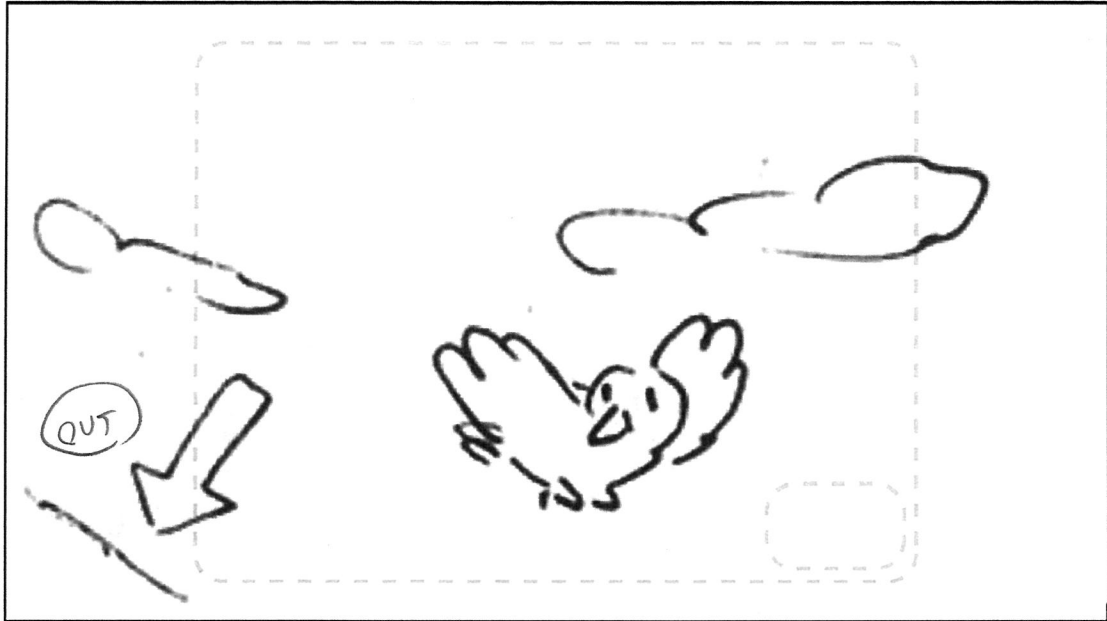
Production :

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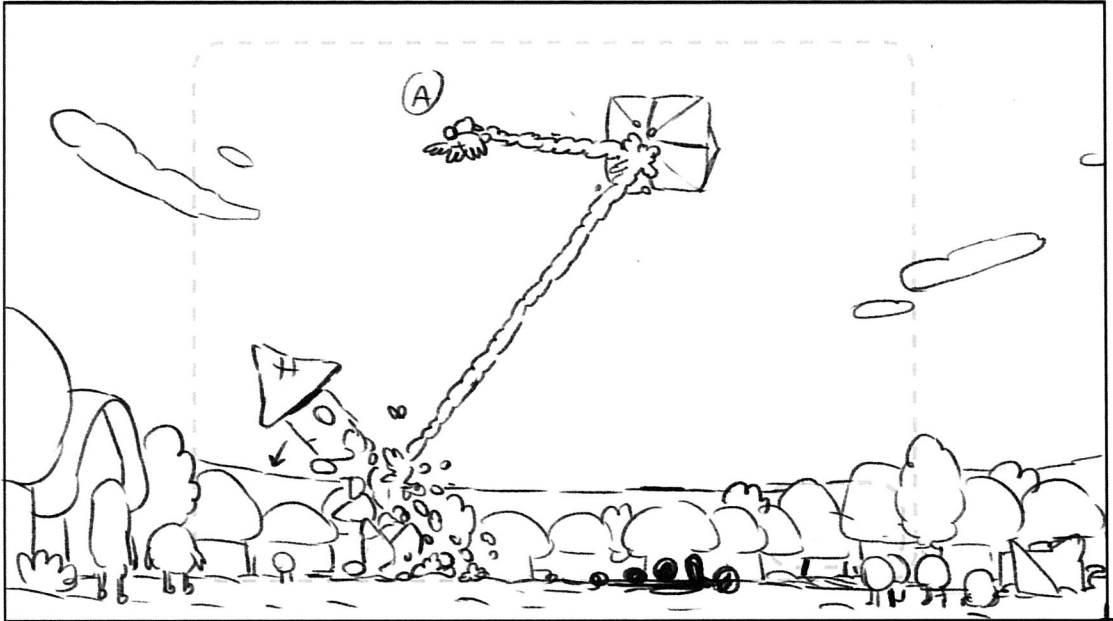
ADVENTURE TIME



Sc. 126 Pnl. C Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:	BG#2 : AA AA ...
Action:	- TOWER FALLS OFF/S.  (B)
Timing:	

EPISODE # 1042-250  
Production :

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ADVENTURE TIME

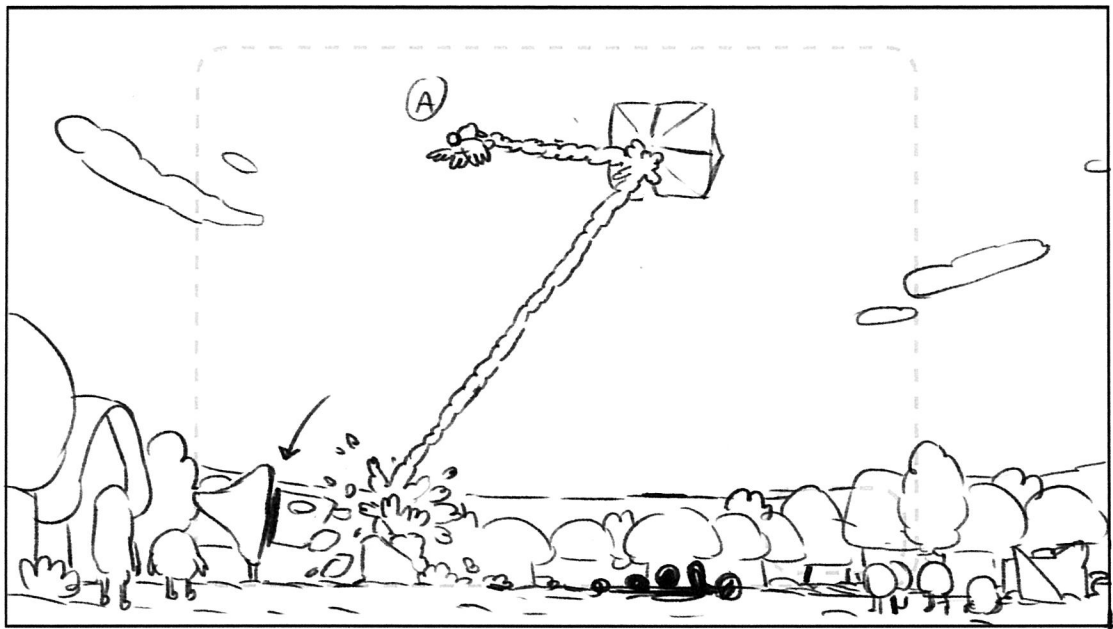


Sc. 127

Pnl. B

Bg.

day night

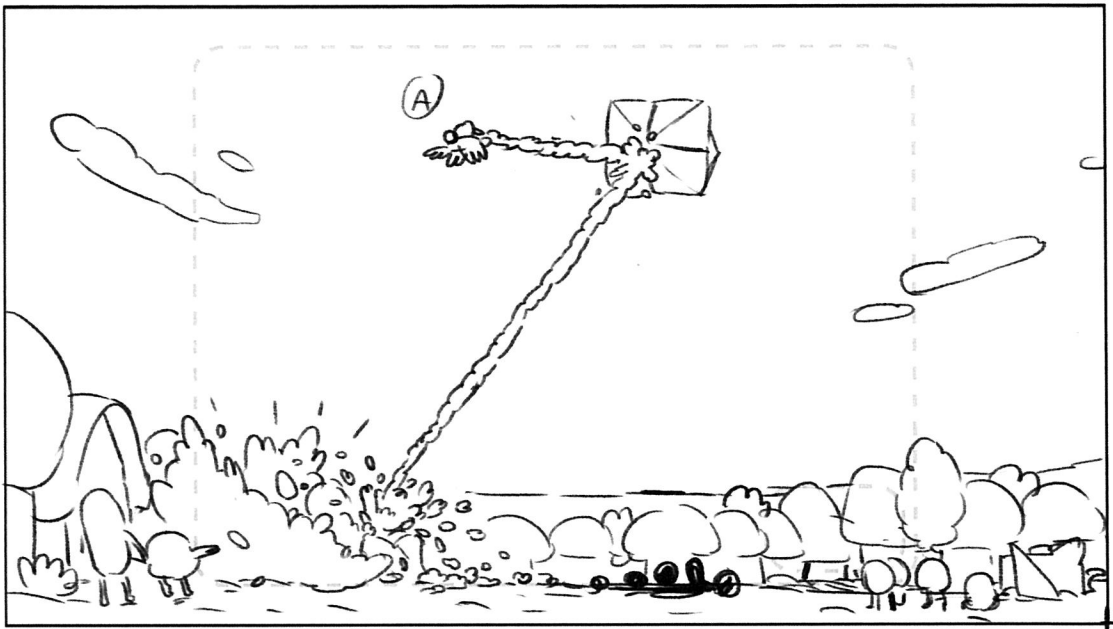


Sc. 127

Pnl. C

Bg.

day night



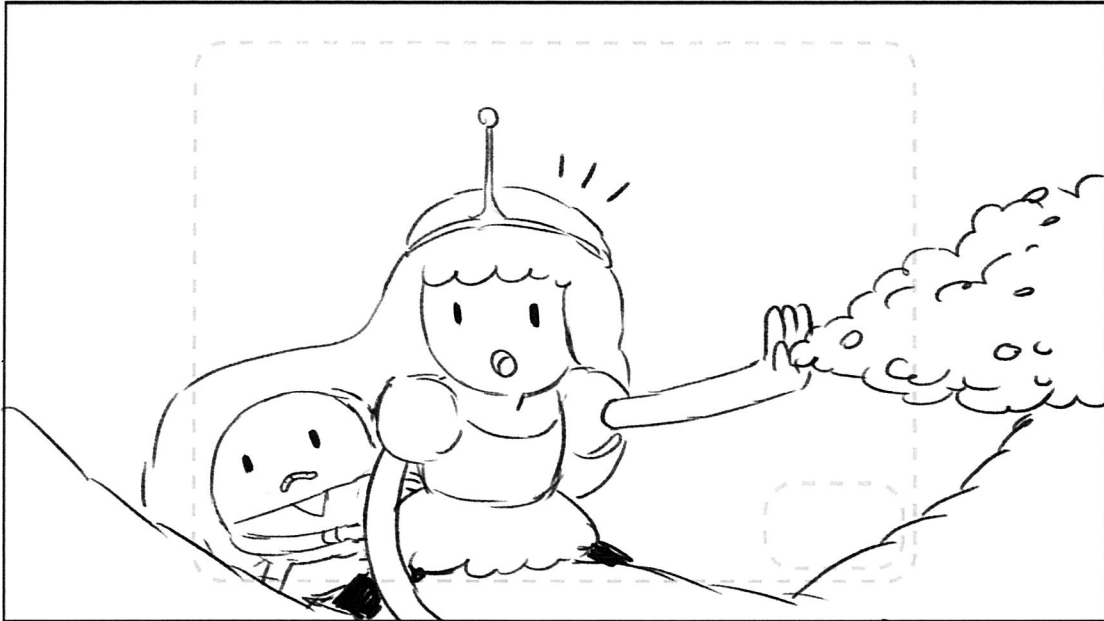
Dialog:	SFX: * SKSHHH! *
Action:	(B) (tower crashes to ground)
Timing:	

EPISODE # 1042-250  
Production :

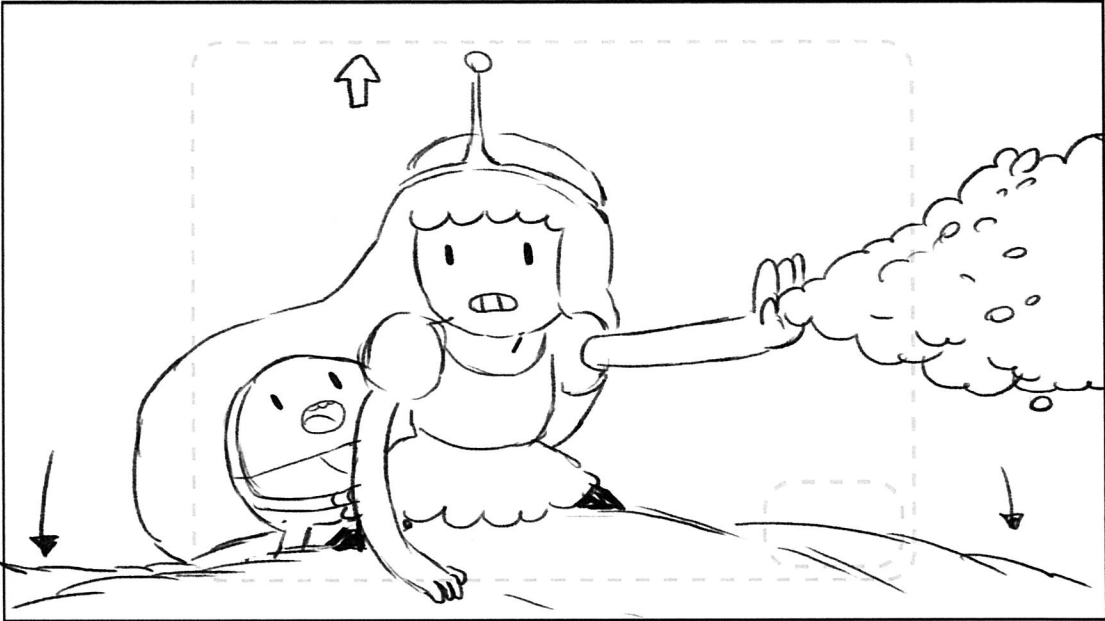
# ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 128 Pnl. B Bg. day night



Dialog:	<u>PB</u> : OH, SHOOT!	<u>PEP</u> : TRY A MORE POWERFUL ATTACK!
Action:		
Timing:		

EPISODE # 1042-250  
Production :

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ADVENTURE TIME



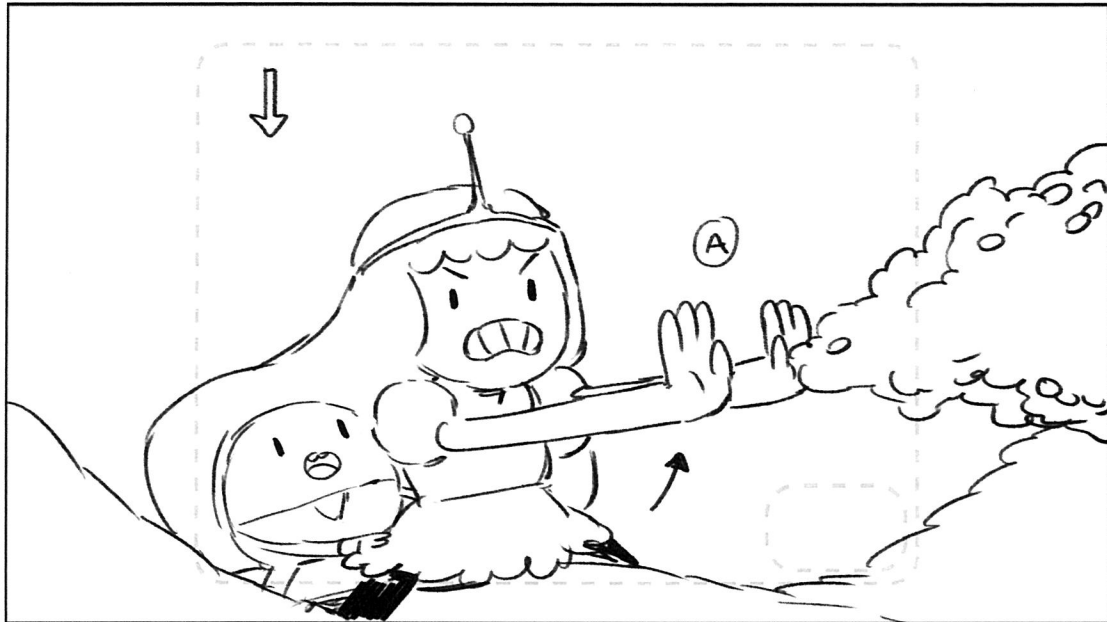
Page 218

Sc. 128

Pnl. C

Bg.

day night

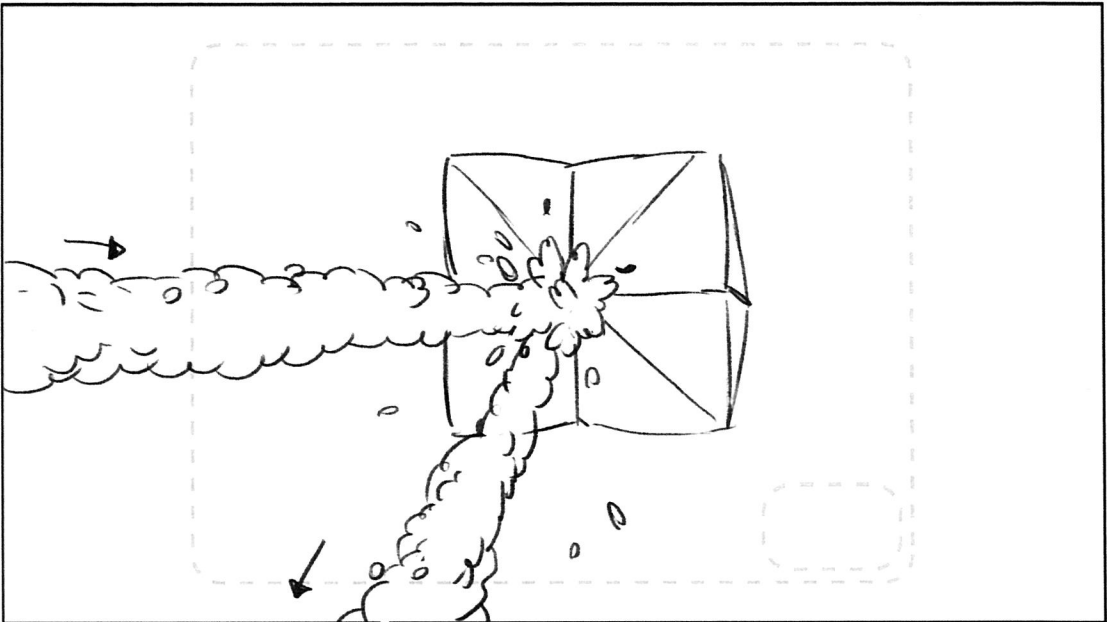


Sc. 129

Pnl. A

Bg.

day night



Dialog:

PEP: DO A GOBSTOPPER!

SFX: \*FRRRT!\*

Action:



Timing:

PEP: (o/s) THAT'S JUST MORE BEANS!

JELLY BEANS CONTINUE RICOCHETING.

EPISODE # 1042-250

Production :

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# ADVENTURE TIME

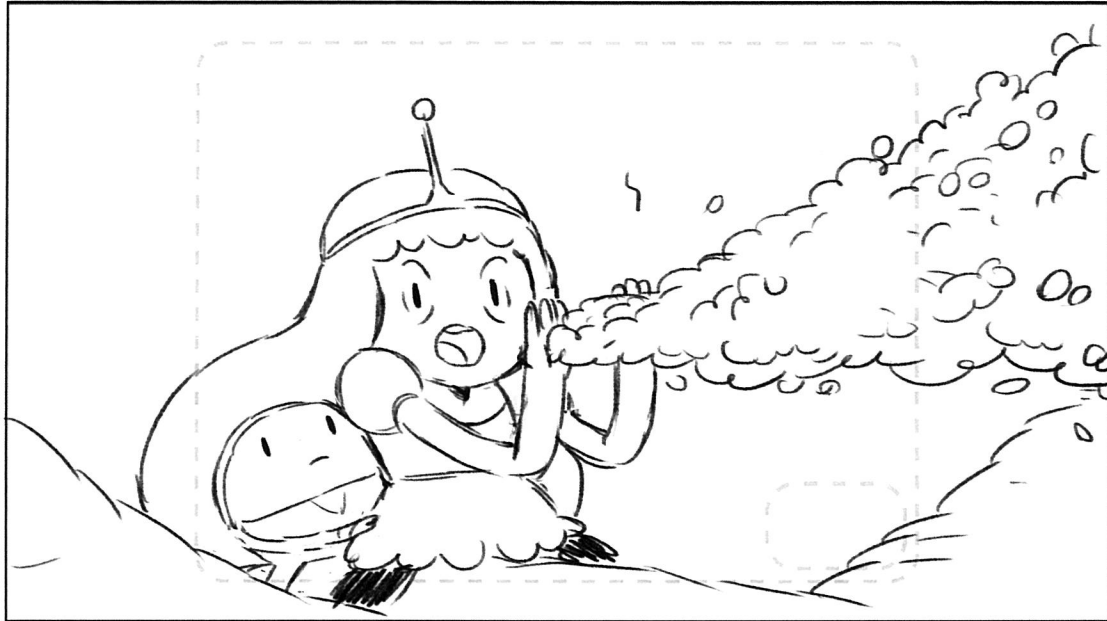


Sc. 130

Pnl. A

Bg.

day night

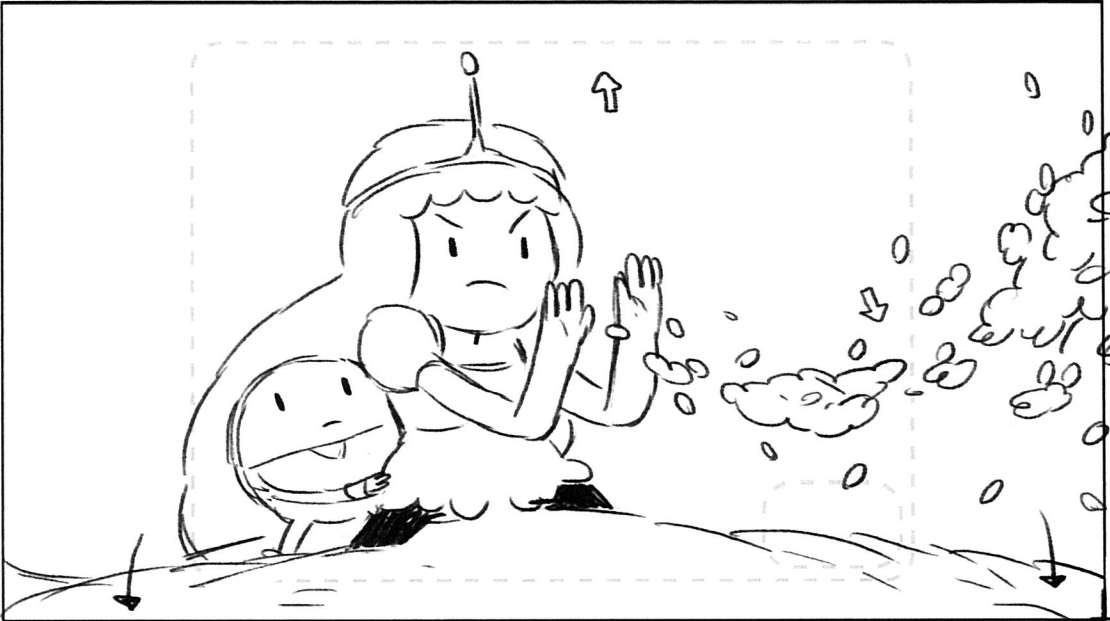


Sc. 130

Pnl. B

Bg.

day night



Dialog:	PB: I'm TRYING !!
Action:	- JELLY BEAN BEAM DISSIPATES.
Timing:	

1042-250

EPISODE #

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# ADVENTURE TIME



Sc. 130

Pnl. C

Bg.

day night

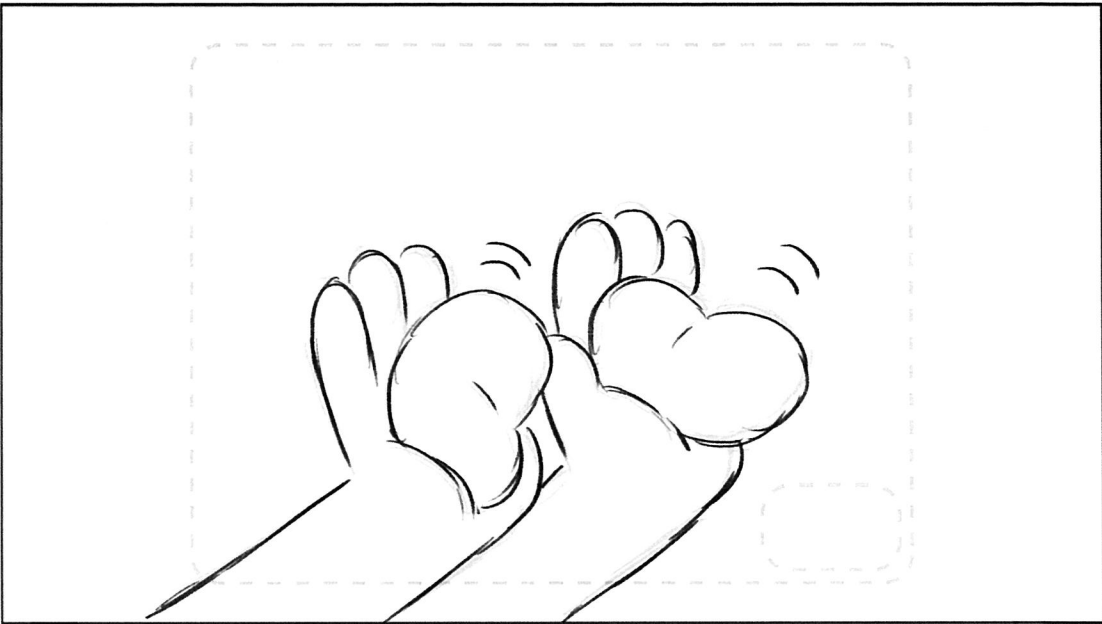


Sc. 131

Pnl. A

Bg.

day night



Dialog:

PB: HNNGG...

Action:

- PB STRAINS.



Timing:

SFX: \* FRRRT... \*

- two giant beams grow out of PBs palms

1042-250

EPISODE #

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# ADVENTURE TIME

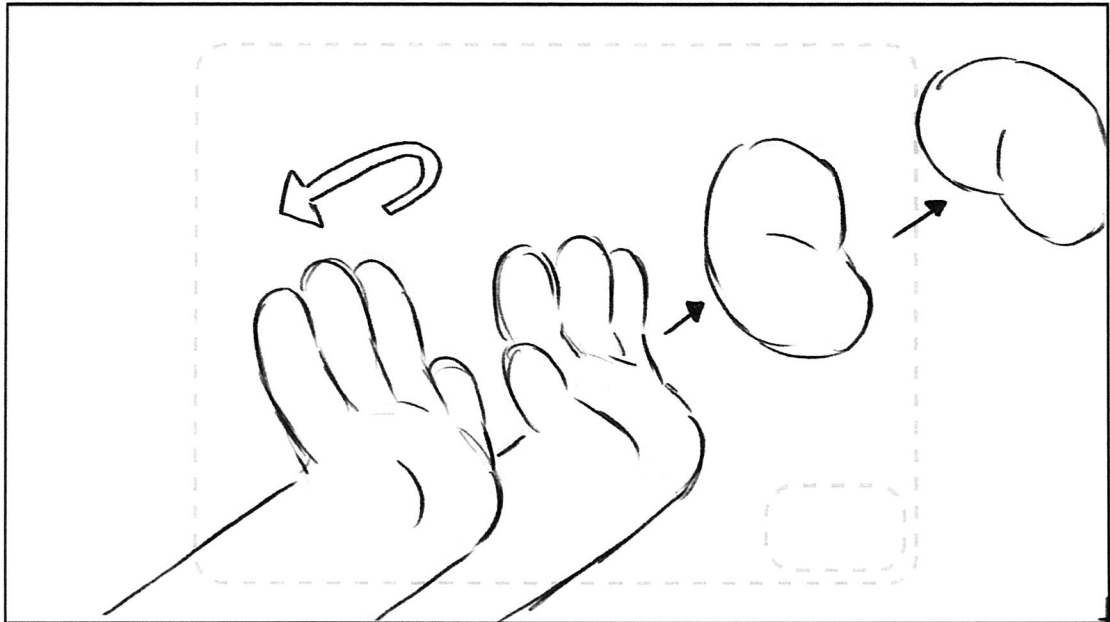


Sc. 131

Pnl. B

Bg.

day night

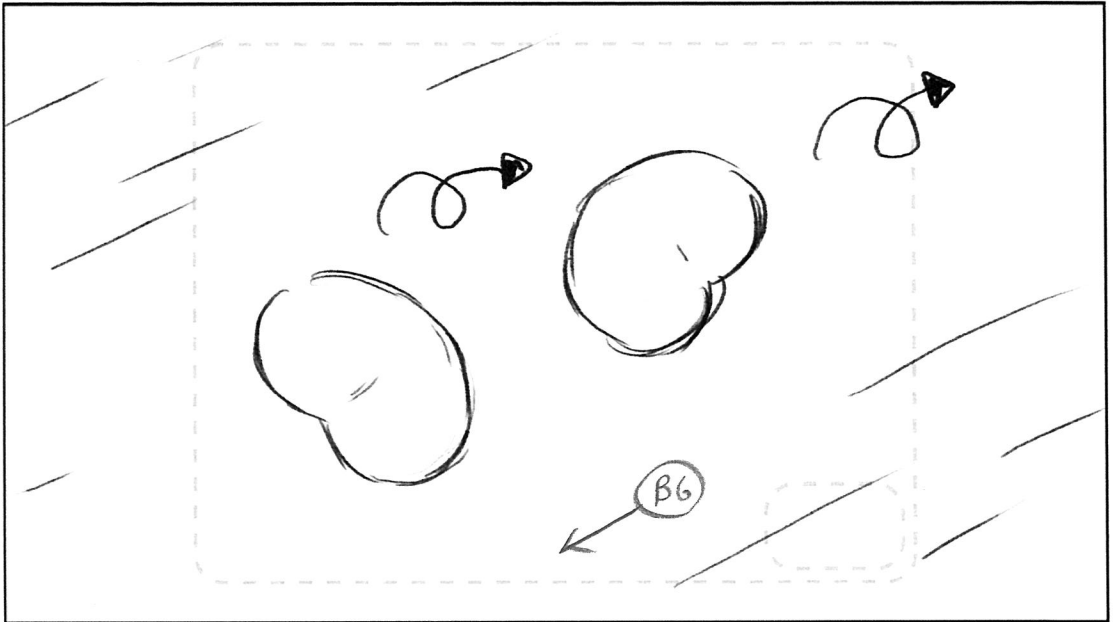


Sc. 131

Pnl. C

Bg.

day night



Dialog:

SFX: \* FWOMP! \*

Action:

- Beans shoot out suddenly

- fly hard and fast through air

Timing:

1042-250

EPISODE #

Production :



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ADVENTURE TIME

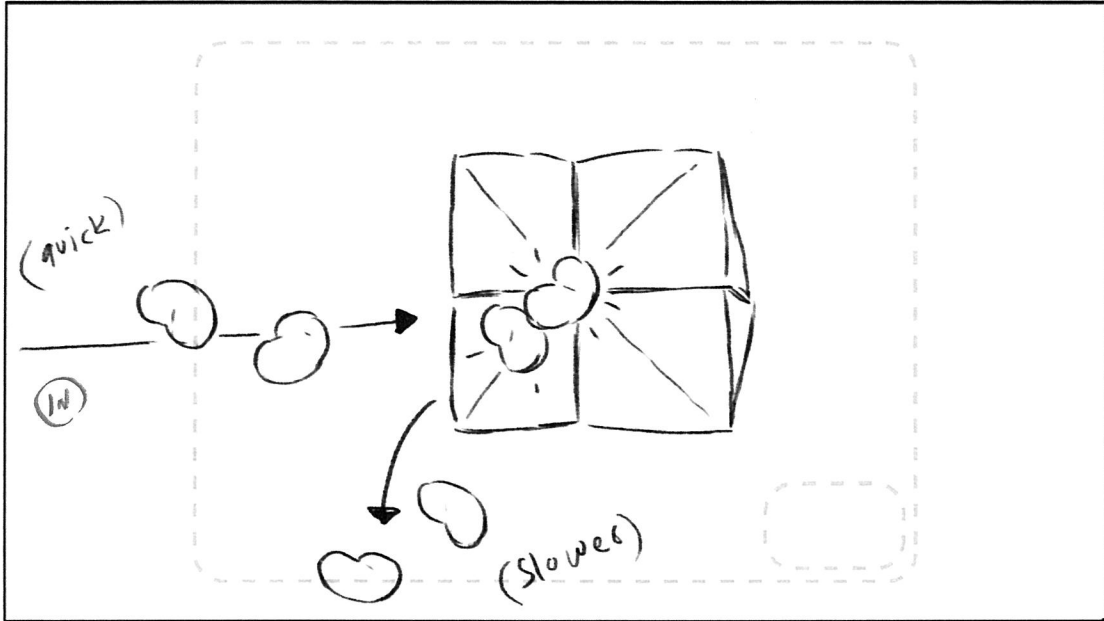


Sc. 132

Pnl. A

Bg.

day night

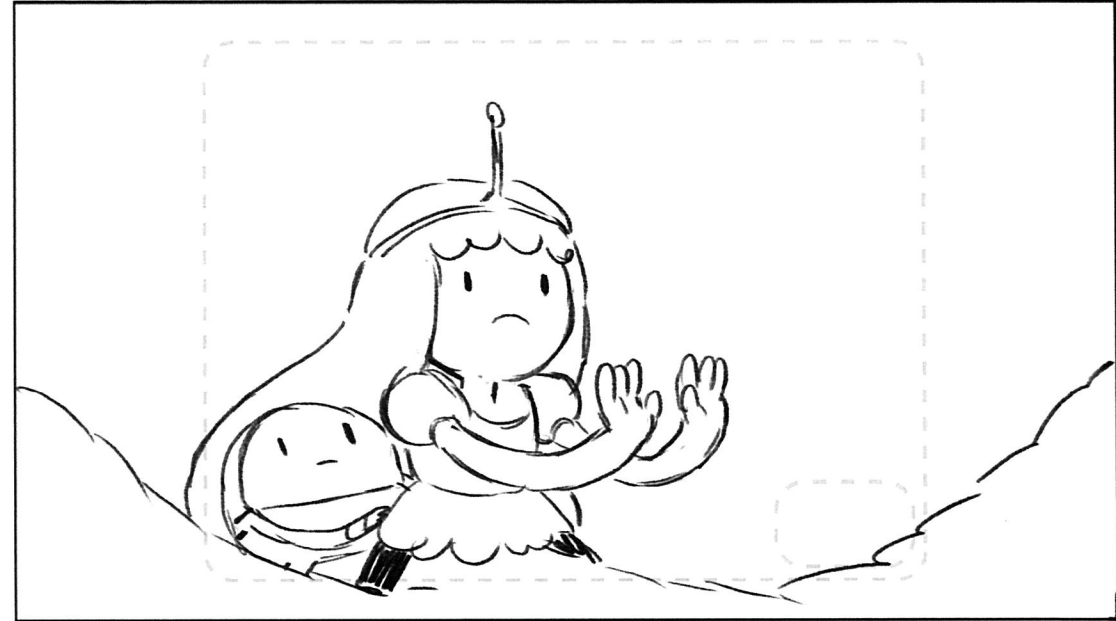


Sc. 133

Pnl. A

Bg.

day night



Dialog:

SFX: \* BOING. \*  
(pathetic)

Action:

- JELLY BEANS FLY ON/S AND HARMLESSLY  
BOUNCE OFF OF F.T. AND FALL OFF/S.

Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME

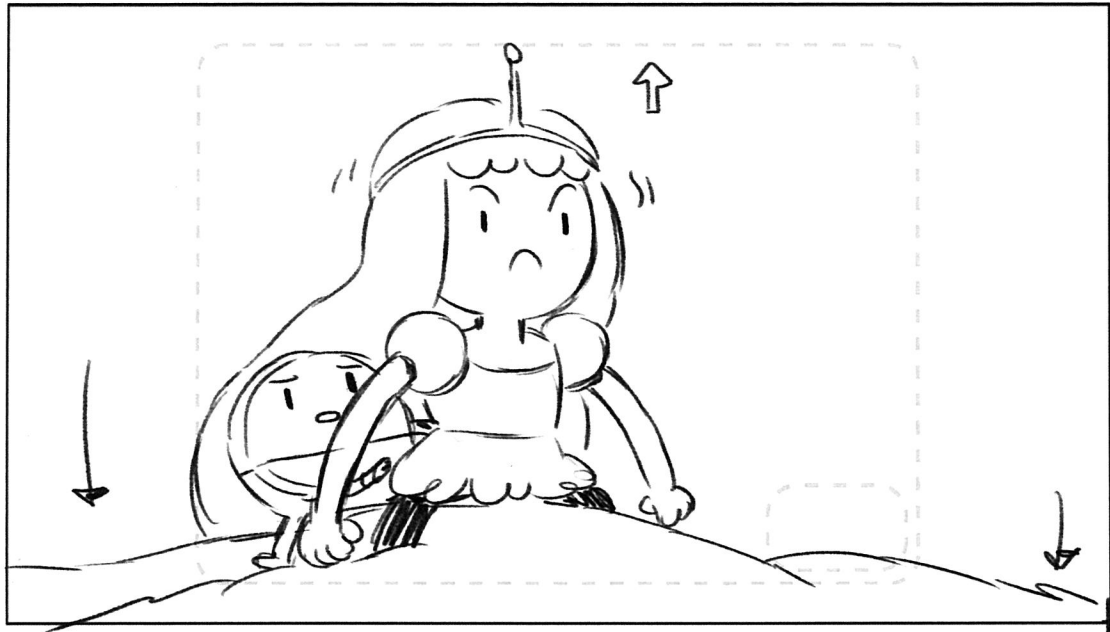


Sc. 133

Pnl. B

Bg.

day night

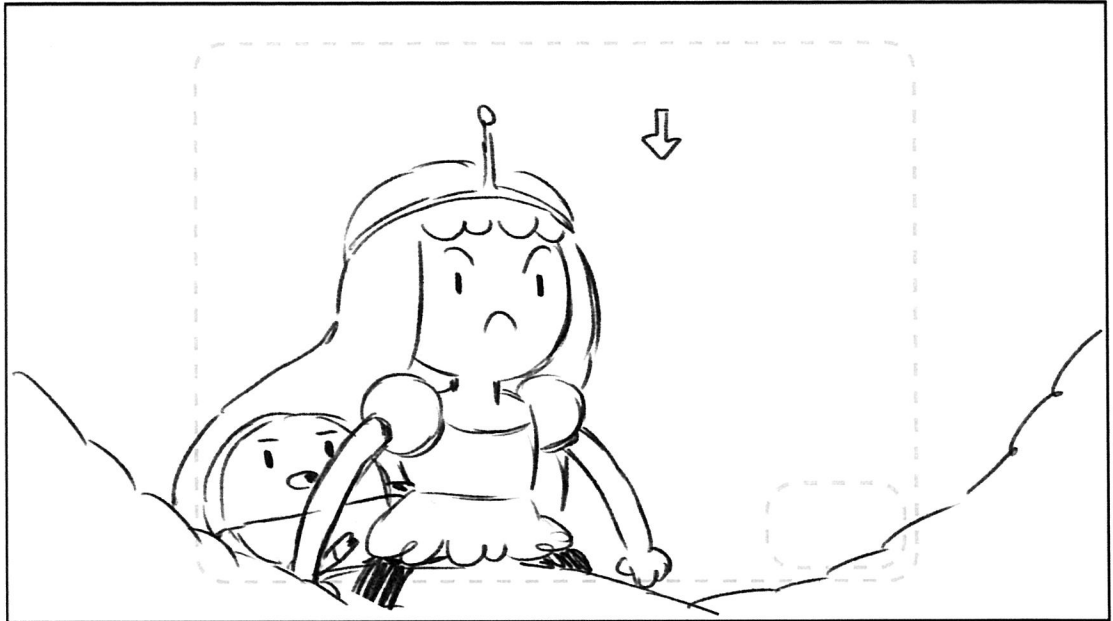


Sc. 133

Pnl. C

Bg.

day night



Dialog:	PEP: OKAY --	PEP: THOSE WERE STILL JEWELBEANS...
Action:		
Timing:		

1042-250

EPISODE #

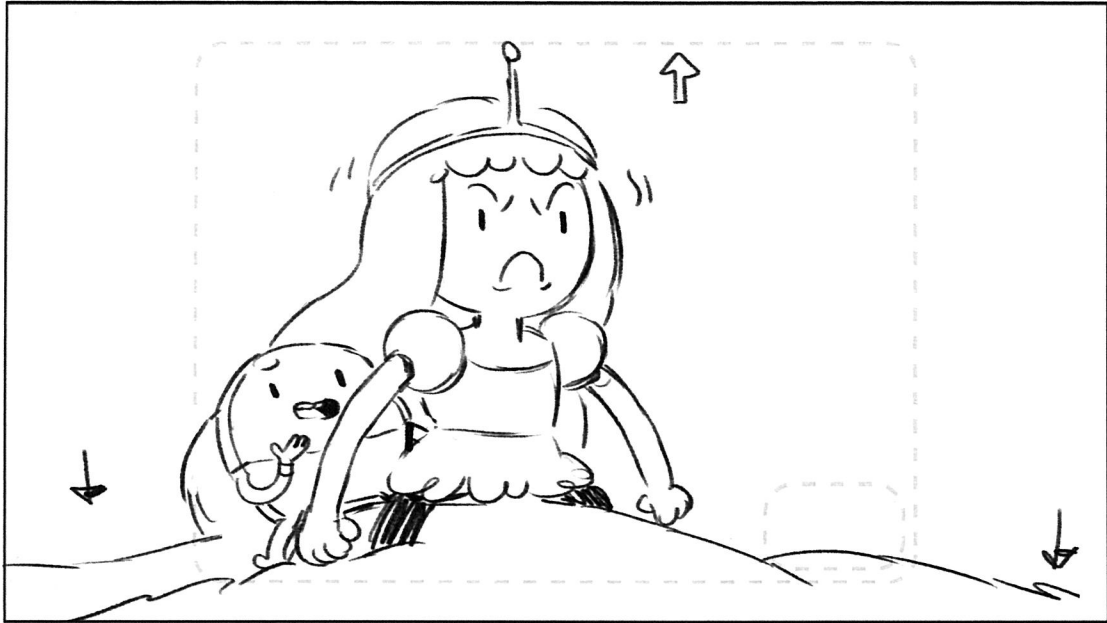
Production :

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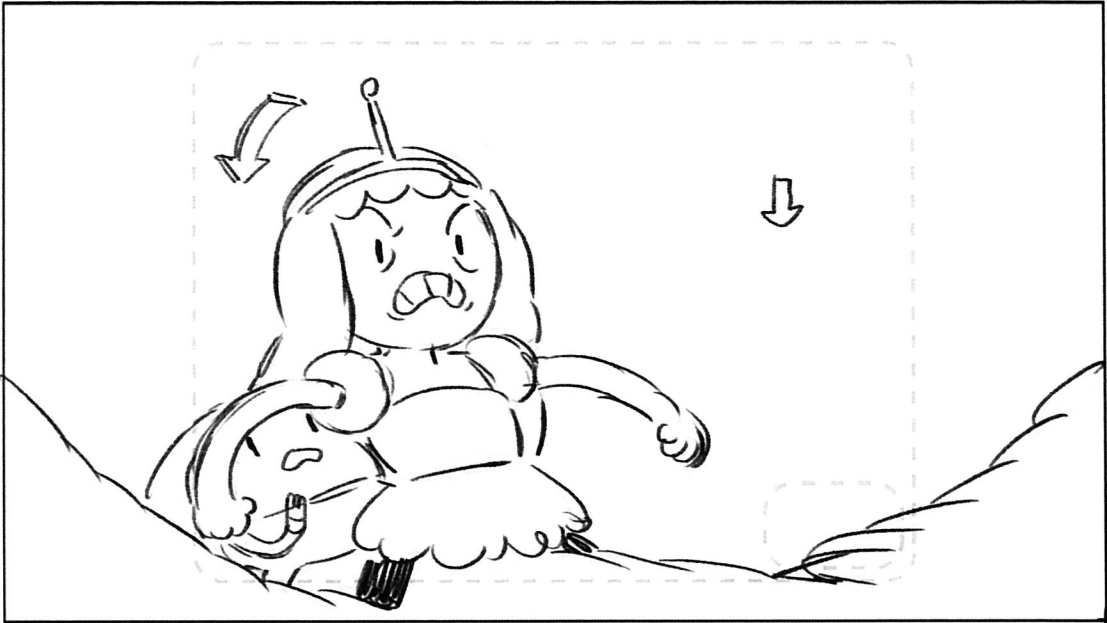
ADVENTURE TIME



Sc. 133 Pnl. D Bg. day night



Sc. 133 Pnl. E Bg. day night



Dialog:	PEP: BUT...THEY WERE BIGGER!
Action:	- PB ANTICS BACK.
Timing:	

1042-250

EPISODE #

Production :

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ADVENTURE TIME

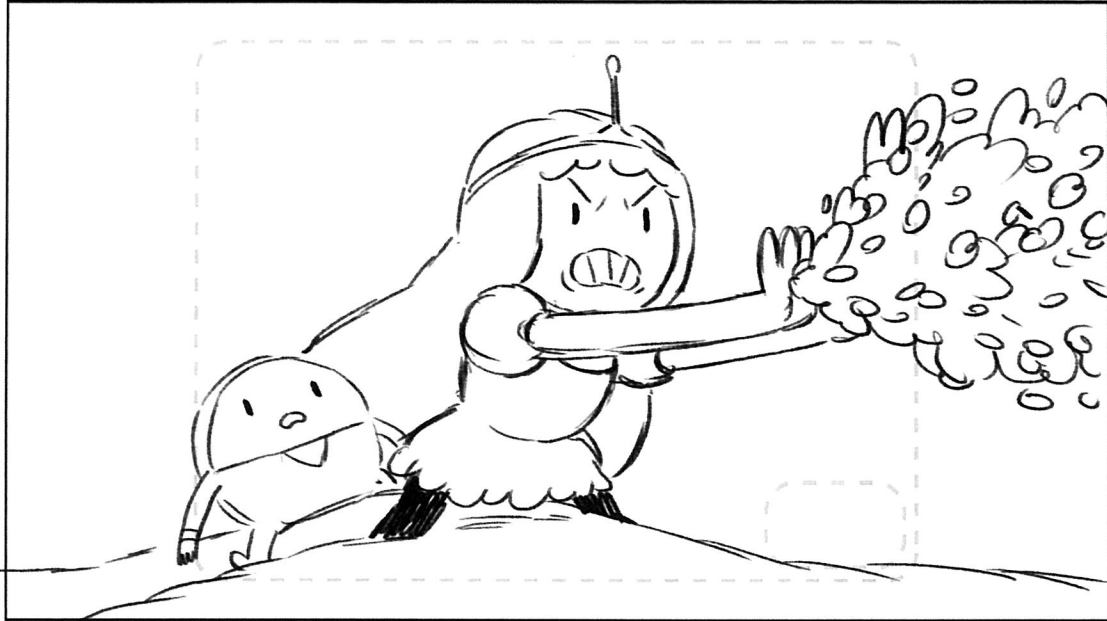


Sc. 133

Pnl. F

Bg.

day night

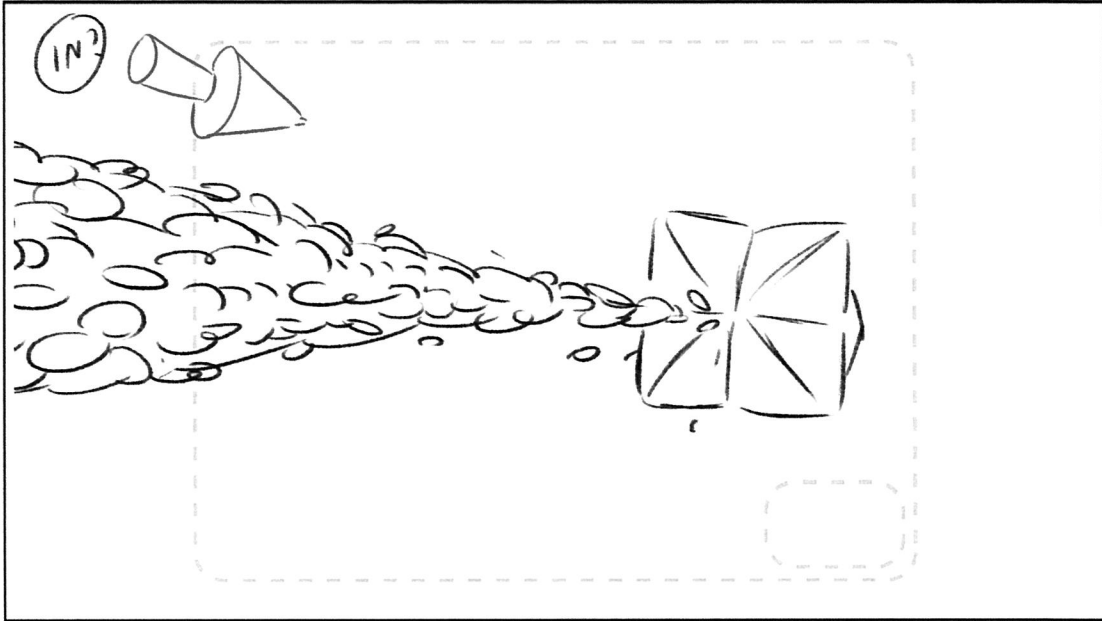


Sc. 134

Pnl. A

Bg.

day night



Dialog:	<p><u>PB</u>: GRARR AAH !!!</p> <p><u>SFX</u>: * FRRRRRT! *</p>
Action:	<p>- PB SHOTS JELLY BEAN BEAM, MORE INTENSE.</p>
Timing:	

EPISODE # 1042-250  
Production :

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# ADVENTURE TIME

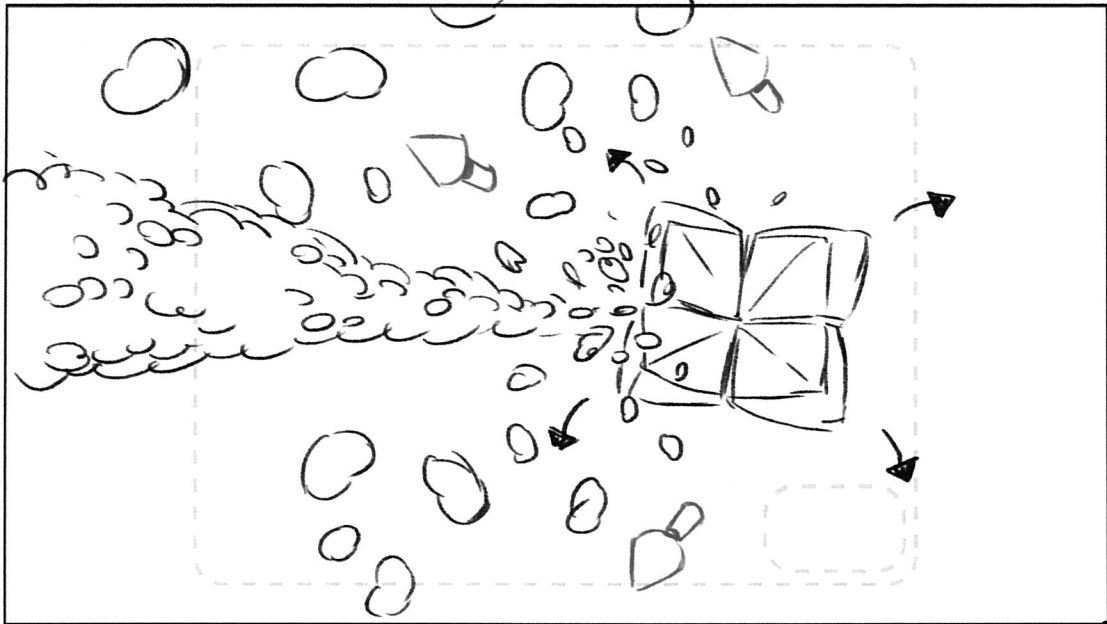


Sc. 134

Pnl. B

Bg.

day night

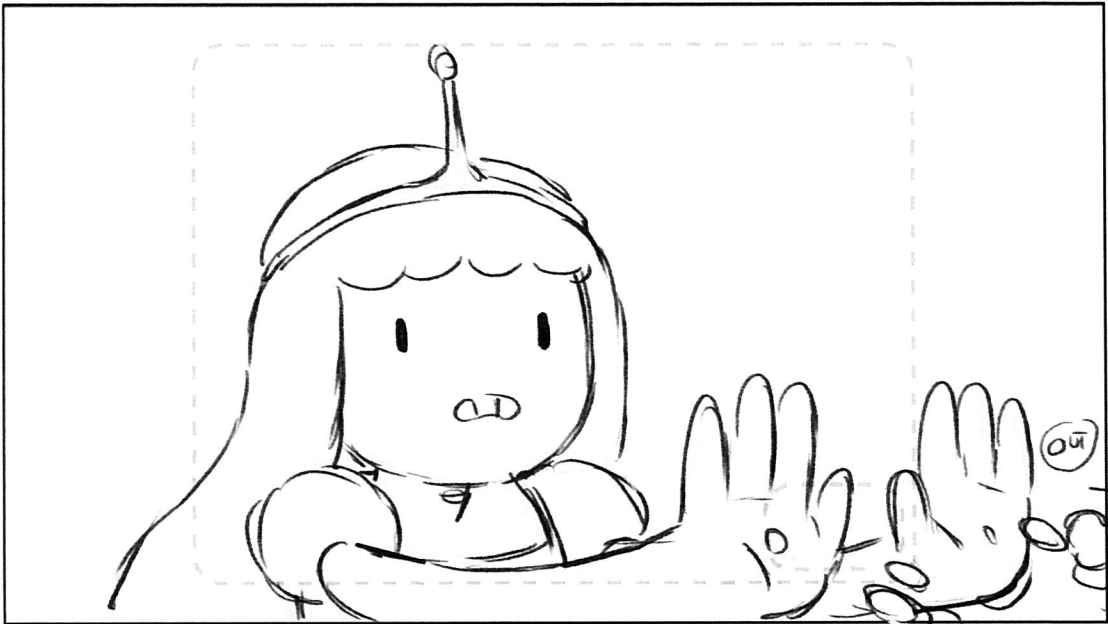


Sc. 135

Pnl. A

Bg.

day night



Dialog:

SFX: \* KLANG!! \*

Action:

- FT SUDDENLY UNFOLDS BOUNCING  
BEANS TOWARDS PB

Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME

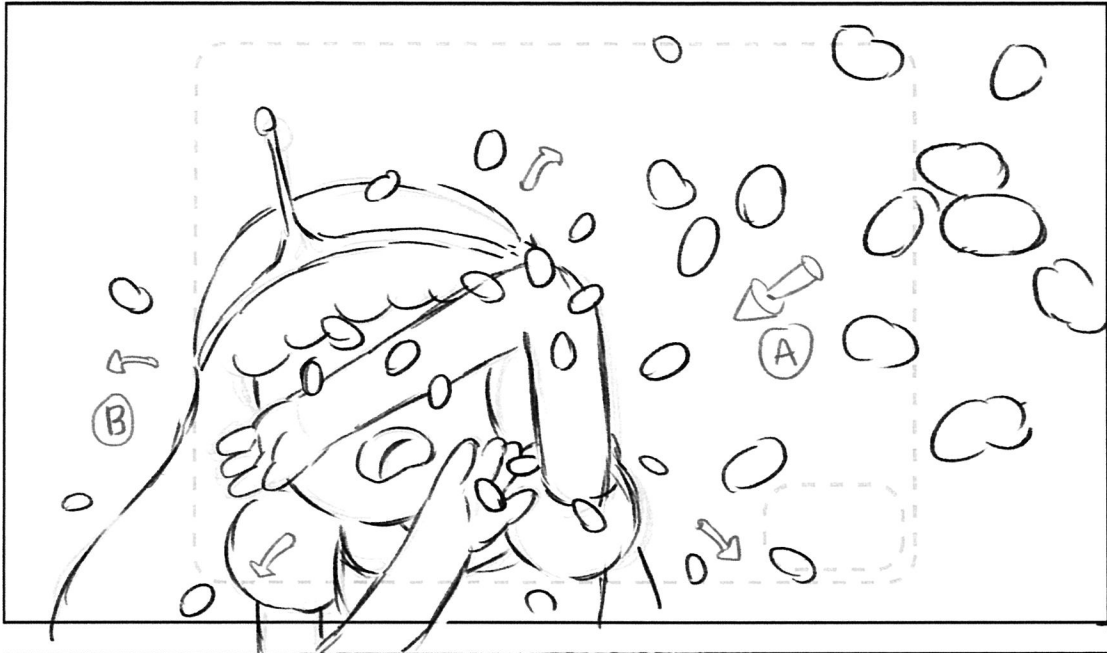


Sc. 135

Pnl. B

Bg.

day night

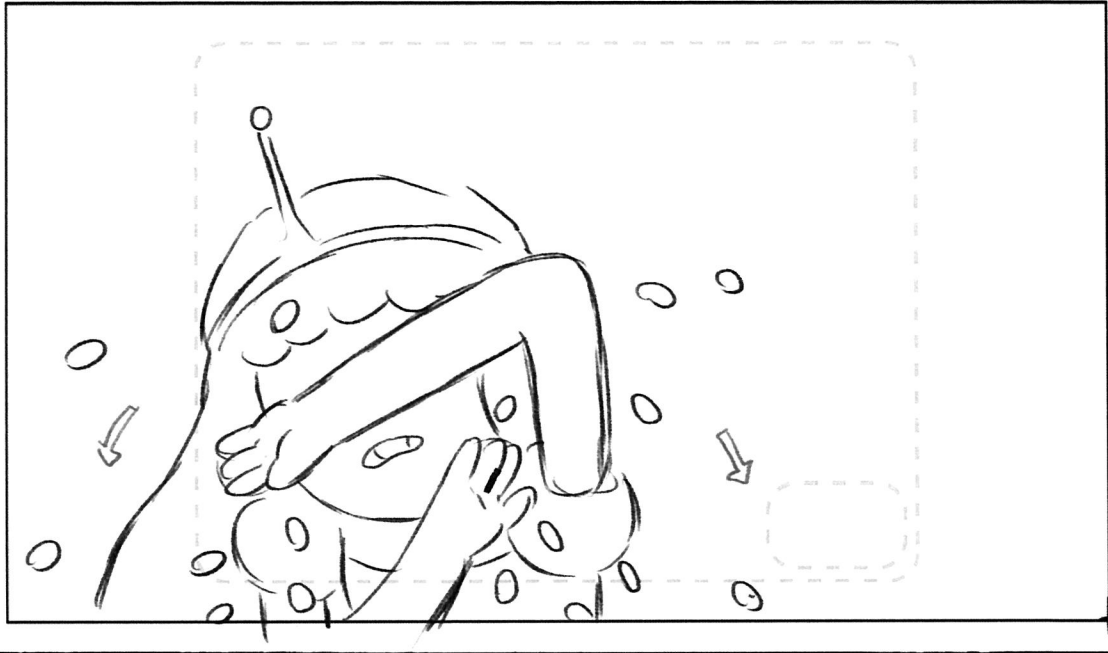


Sc. 135

Pnl. C

Bg.

day night



Dialog:
PB: AH! SFX: *THP*THP*THP-THP*
Action:
- I BEANS BOUNCE AT PB.
Timing:

1042-250

EPISODE #

Production :

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# ADVENTURE TIME



Sc. 135

Pnl. D

Bg.

day night

Sc. 134

Pnl. A

Bg.

day night

Dialog:
<u>PB</u> : WHAT THE HECK ?
Action:
Timing:

1042-250

EPISODE #

Production :

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# ADVENTURE TIME

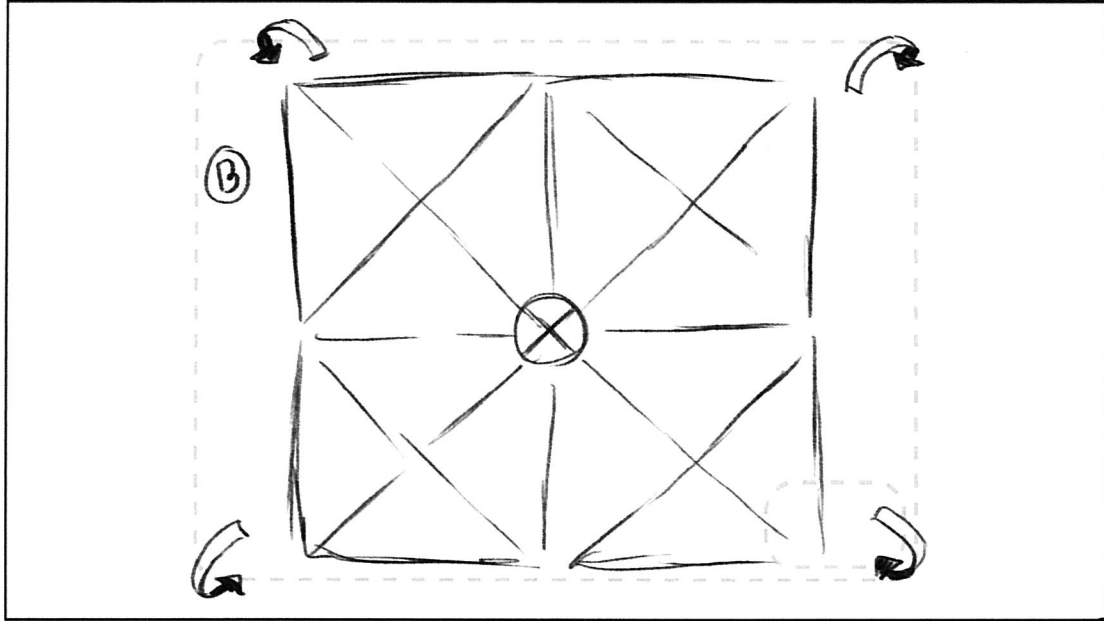


Sc. 136

Pnl. B

Bg.

day night

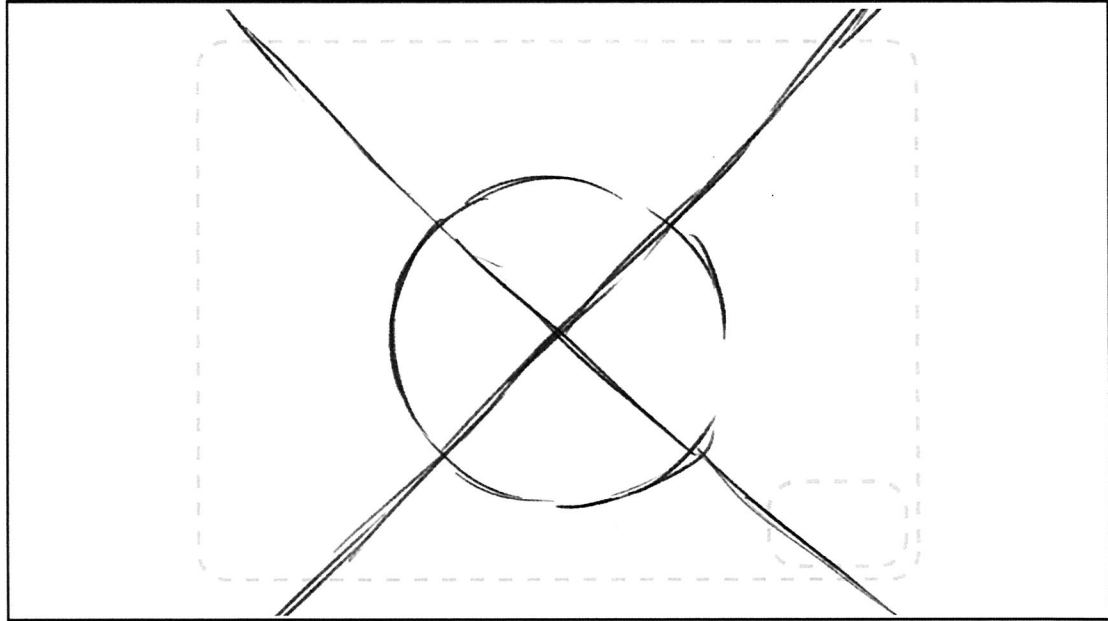


Sc. 136

Pnl. C

Bg.

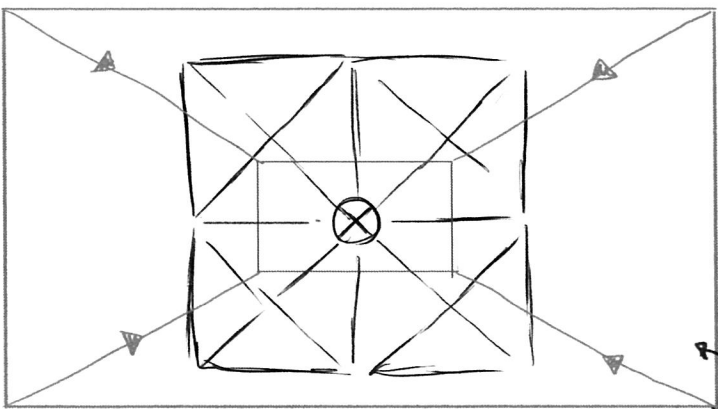
day night



Dialog:

Action: - FT UNFOLDS

Timing:



PB: <sup>(o/s)</sup> HEY, THAT'S ...

- quick  
truck-in ON CENTER OF FT.

(bit shaky?)

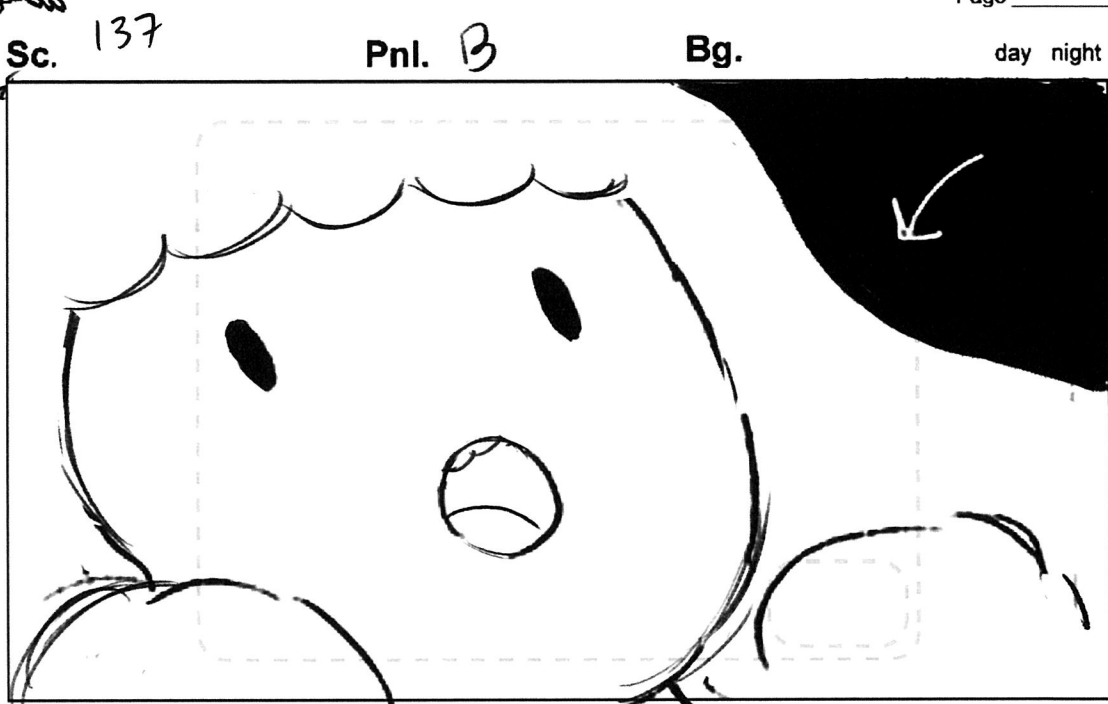
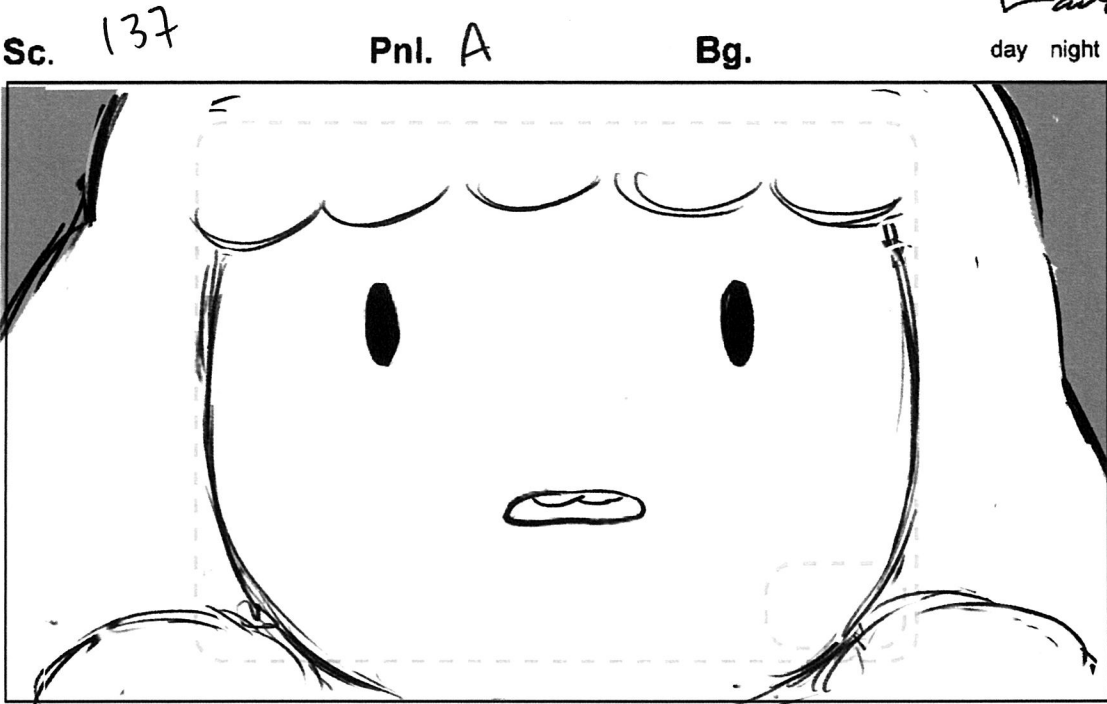
1042-250

EPISODE #

Production :



ADVENTURE TIME



Dialog:	PB: THAT'S ...	
Action:	- BG goes from blue sky to black	- PB Falls back into void.
Timing:		

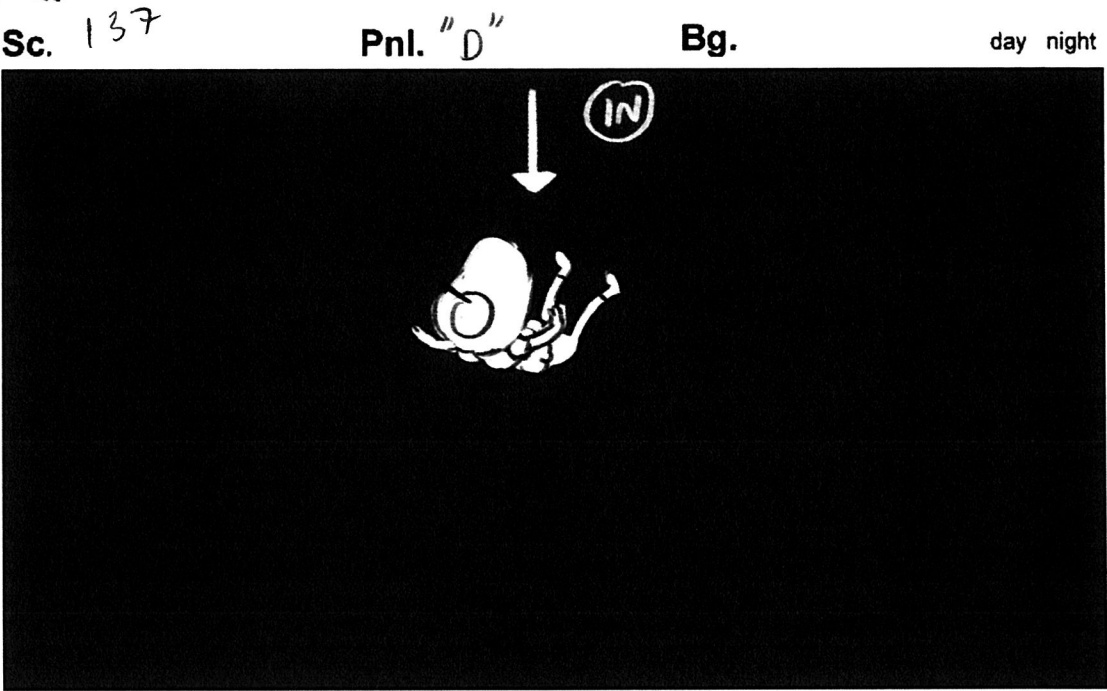
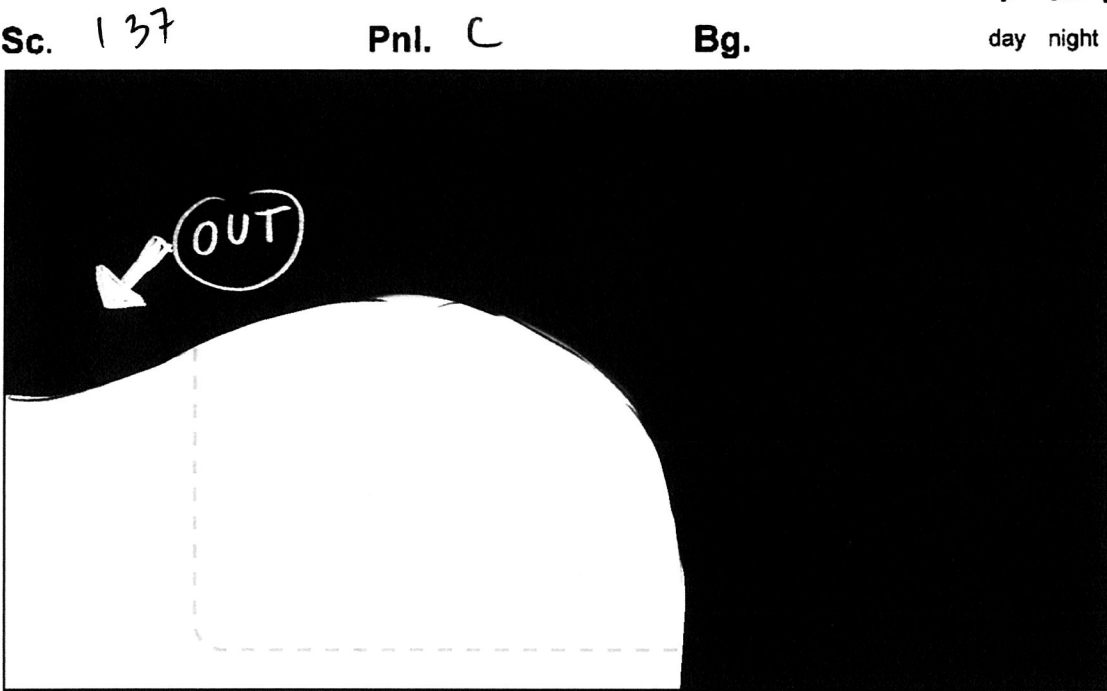
1042-250

EPISODE #

Production :

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# ADVENTURE TIME



Dialog:
Action: - PB FALLS OFF/S.
Timing:

- PB falls ON/S.

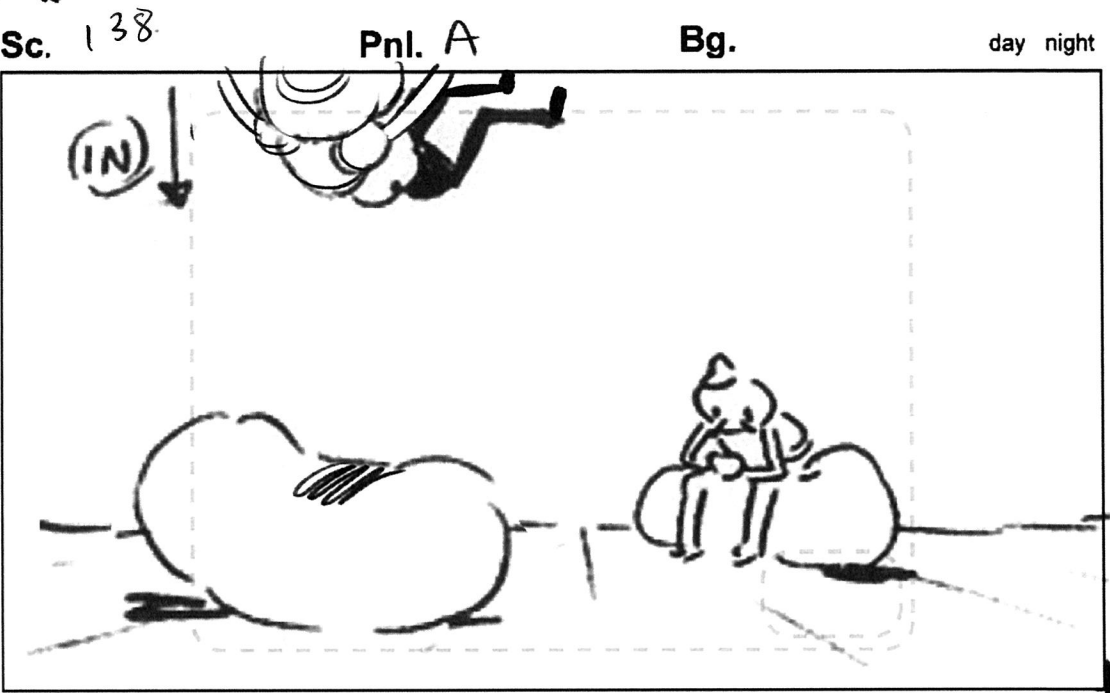
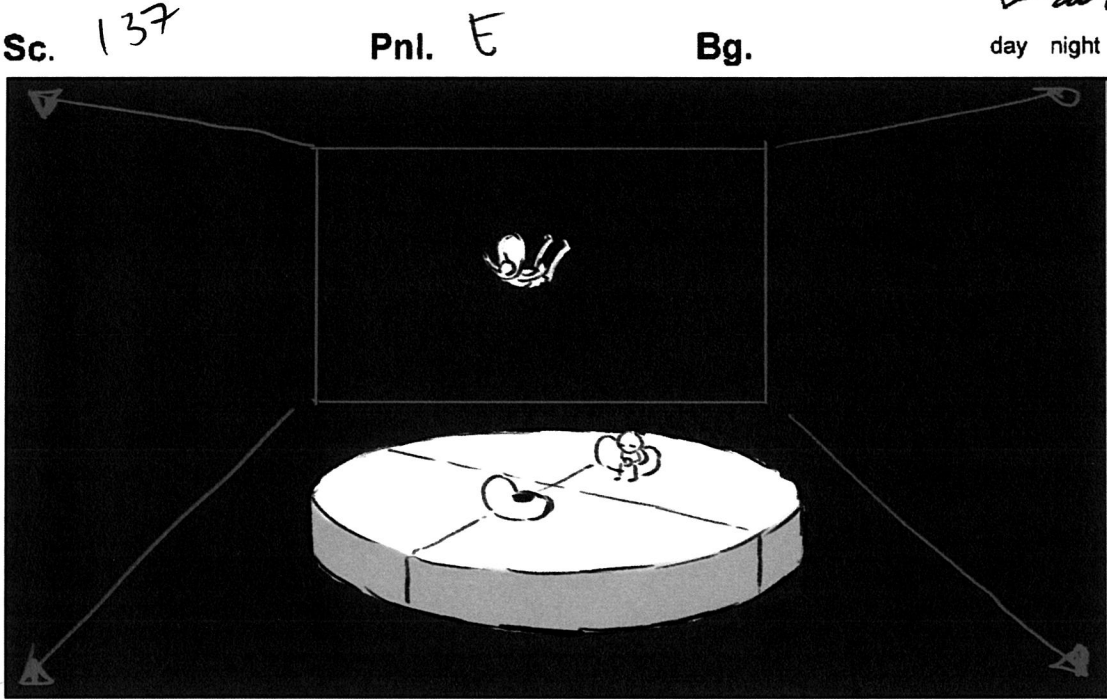
1042-250

EPISODE #

Production :

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# ADVENTURE TIME



Dialog:
Action: -TRUCK OUT TO REVEAL GIANT PEPPERMINT CANDY. -PB FALLS ON/S.
Timing:

1042-250  
EPISODE #  
Production :

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ADVENTURE TIME

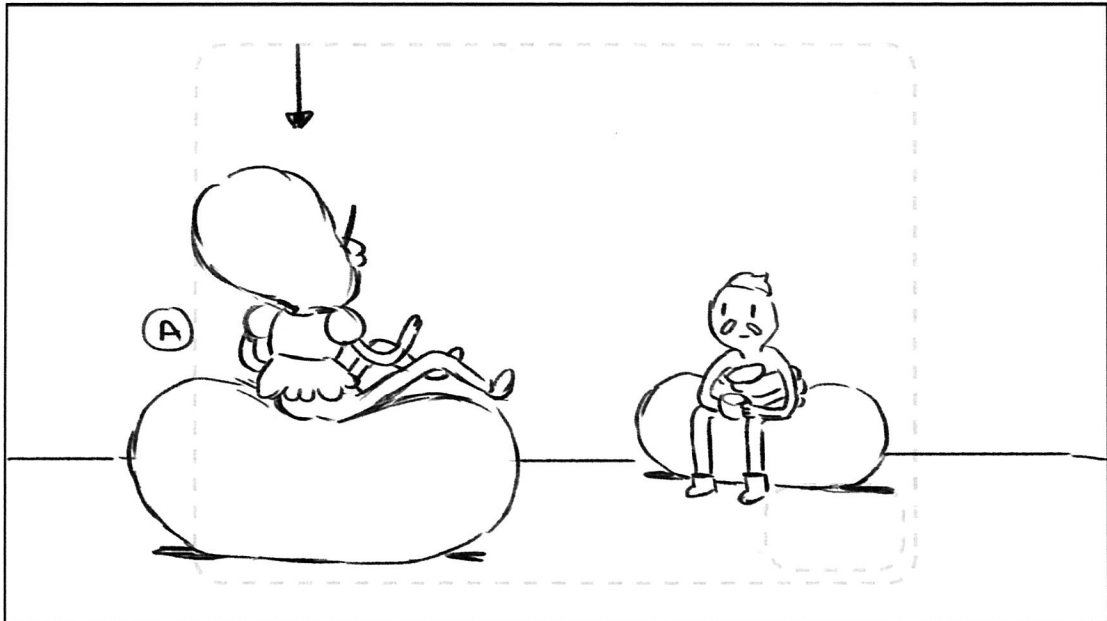


Sc. 138

Pnl. B

Bg.

day night

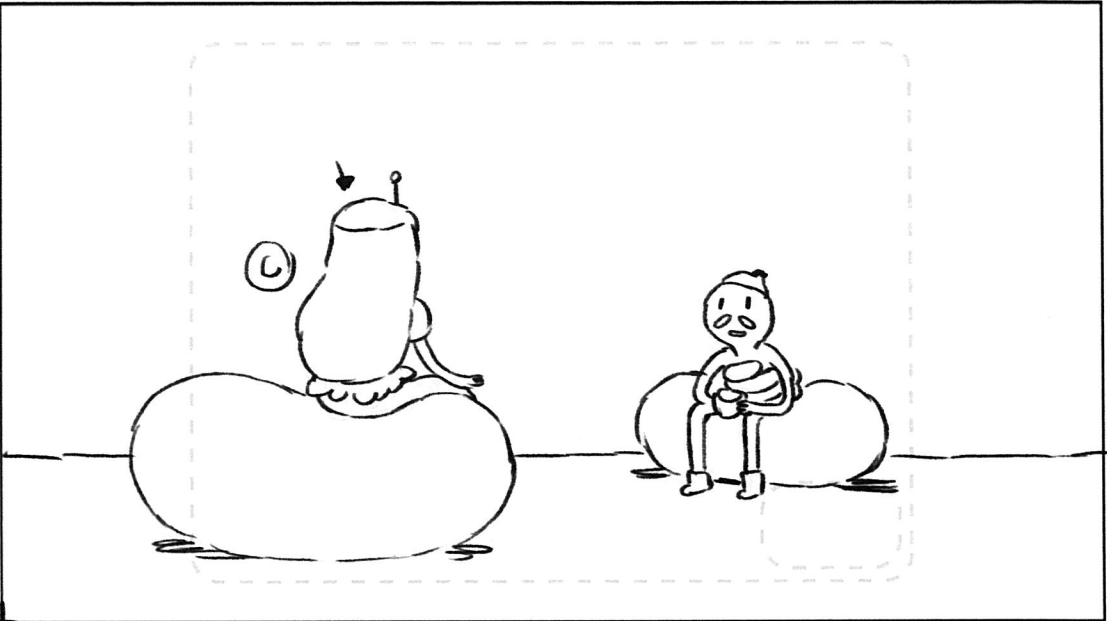


Sc. 138

Pnl. C

Bg.

day night



Dialog:

SFX: \* BYOING \*

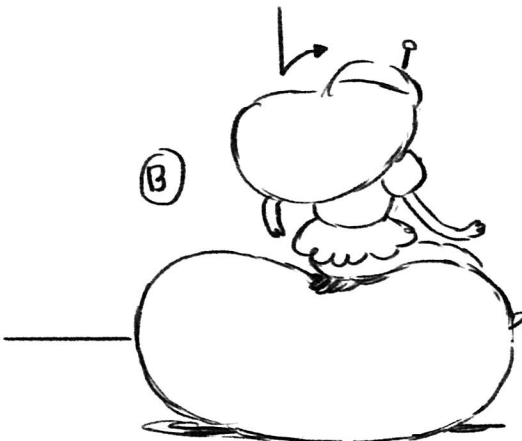
Action:

(bounces on the bean)

Timing:

CHAT: SWEETINGS, BUB GUM.

(like "greetings")



1042-250

EPISODE #

Production :

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ADVENTURE TIME

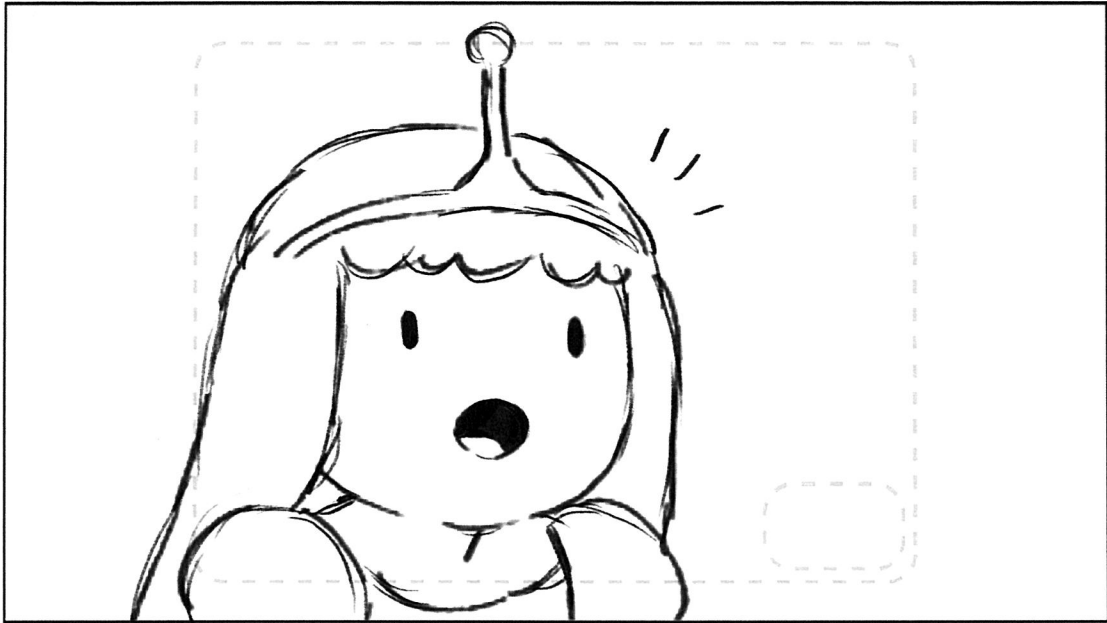


Sc. 139

Pnl. A

Bg.

day night

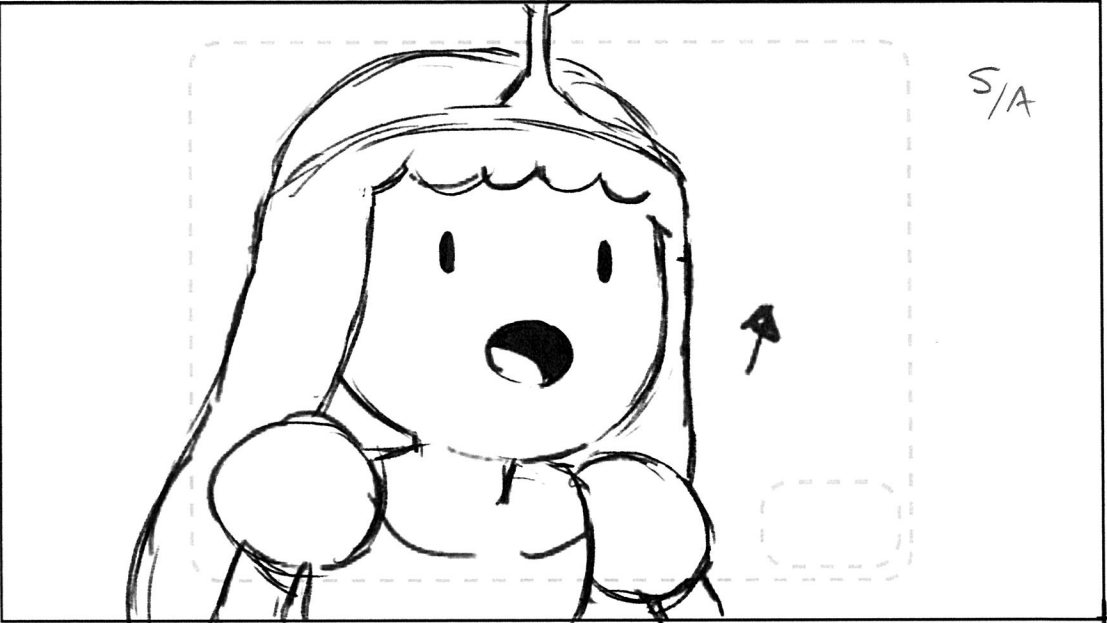


Sc. 139

Pnl. B

Bg.

day night



Dialog:

P.B: CHATS BERRY !

PB: GREAT TIMING!

Action:

- PB STANDS.

Timing:

EPISODE # 1042-250

Production :

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# ADVENTURE TIME

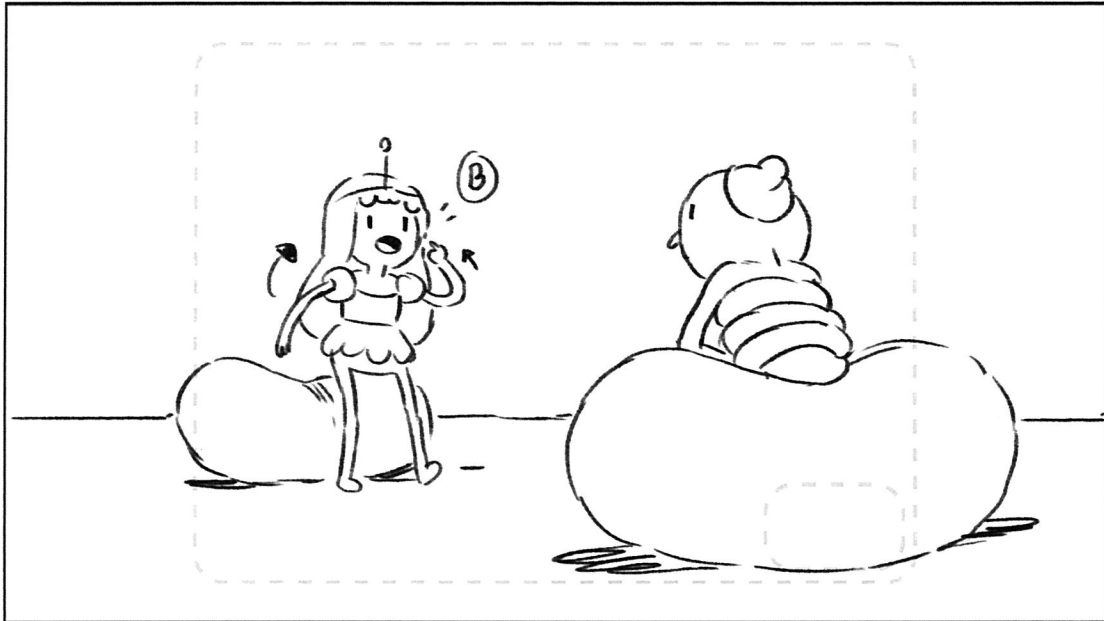


Sc. 140

Pnl. A

Bg.

day night

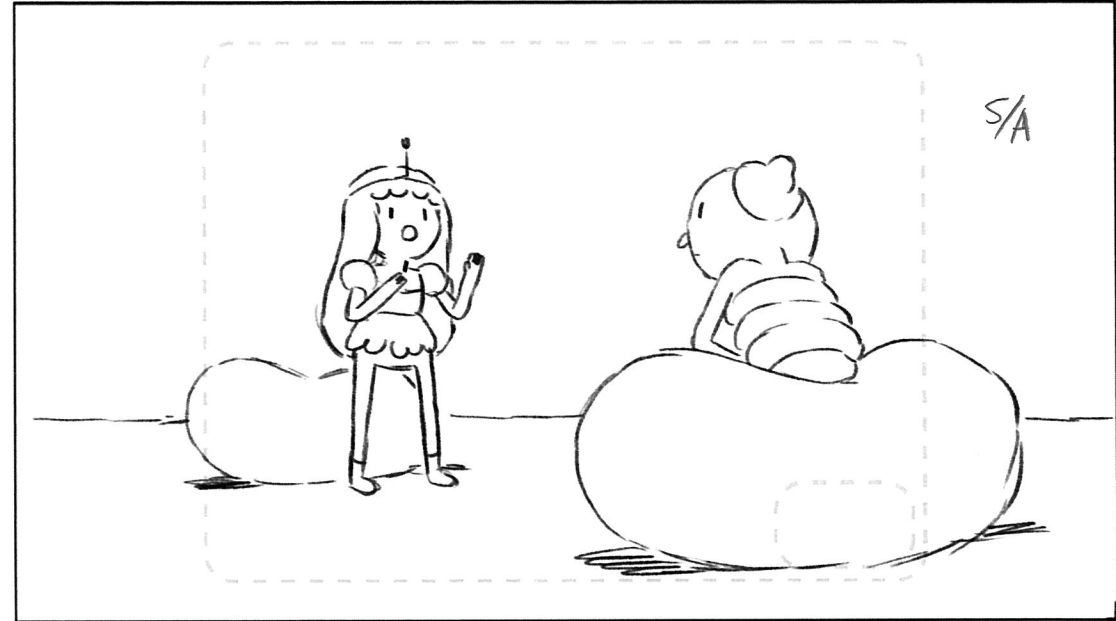


Sc. 140

Pnl. B

Bg.

day night



Dialog:

PB: POKE MY BRAIN AGAIN --

PB: -- AND UNLOCK THAT  
MINT - SODA EXPLOSION.

Action:



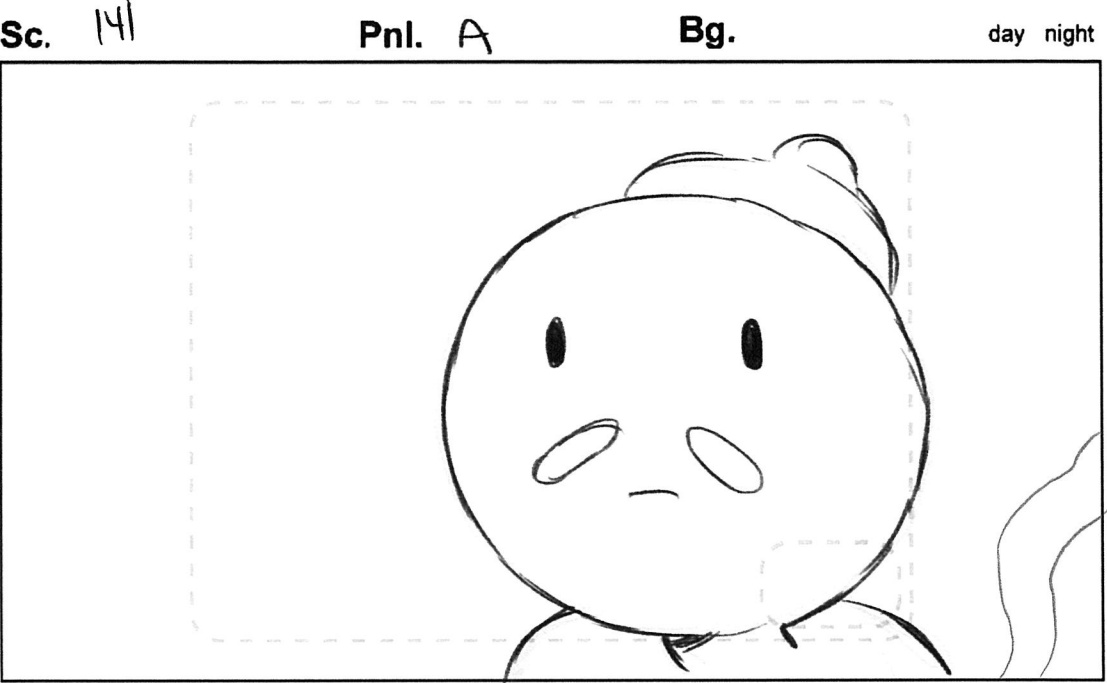
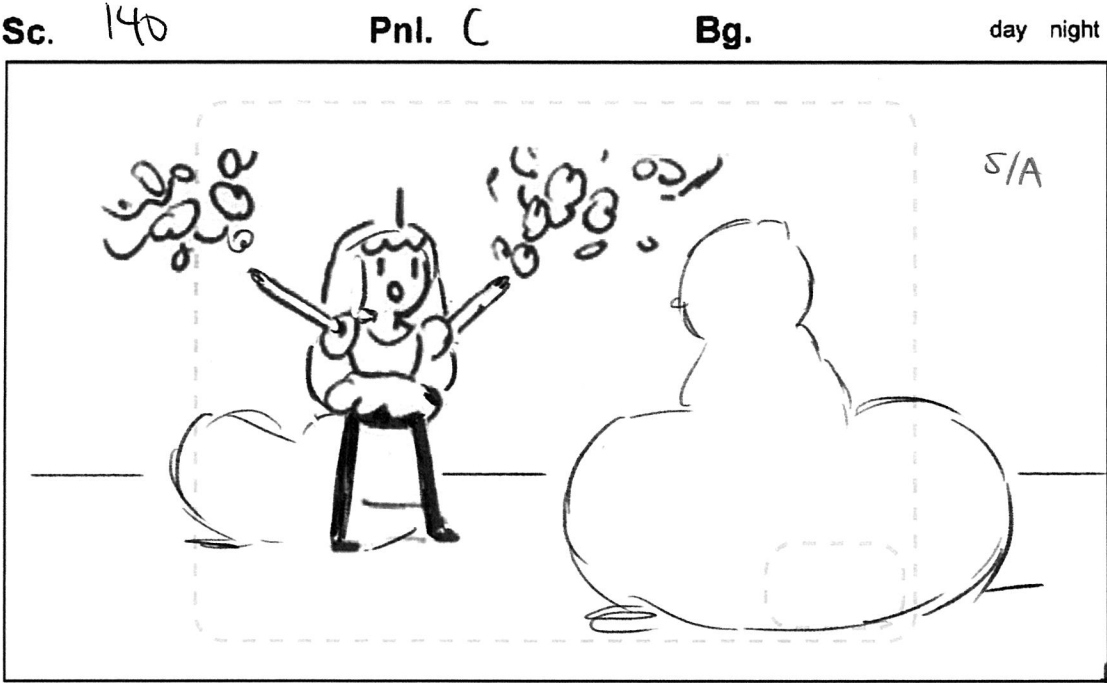
Timing:

EPISODE # 1042-250

Production :

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ADVENTURE TIME



Dialog:	PB: I'm TOTES READY FOR IT!! <u>SFX</u> : + FRRRT! *
Action:	- PB SHOTS TWO BURSTS OF JELLY BEANS.
Timing:	

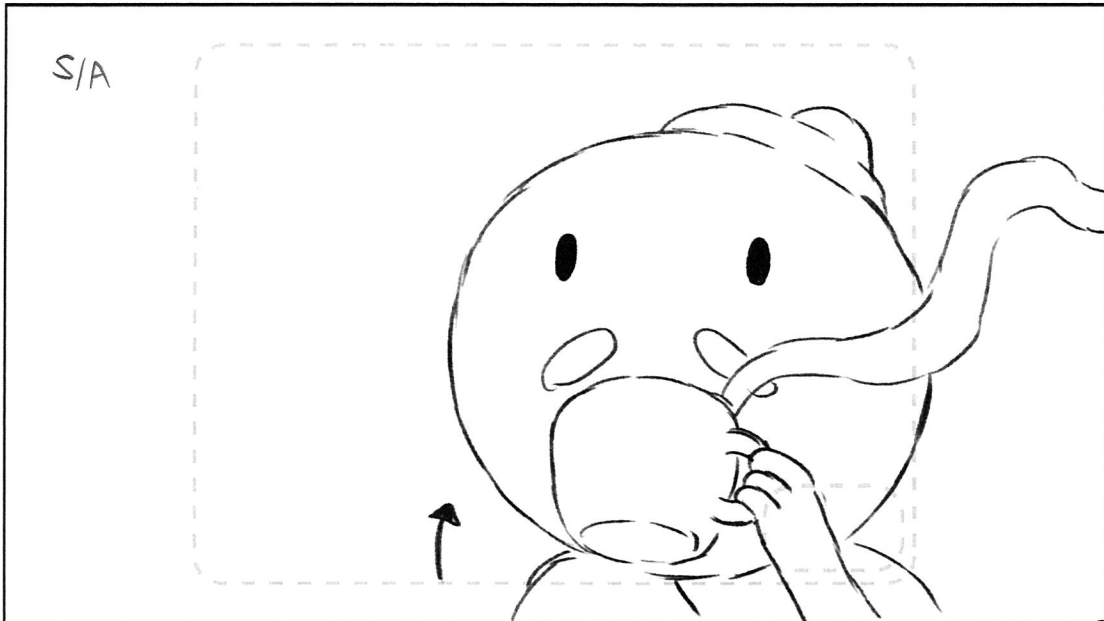
EPISODE # 1042-250  
Production :

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ADVENTURE TIME



Sc. 141 Pnl. B Bg. day night



Sc. 141 Pnl. C Bg. day night



Dialog:  
CHAT: xSLLURRRRPx

Action:  
- CB DRINKS TEA.

Timing:

EPISODE # 1042-250  
Production :



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ADVENTURE TIME

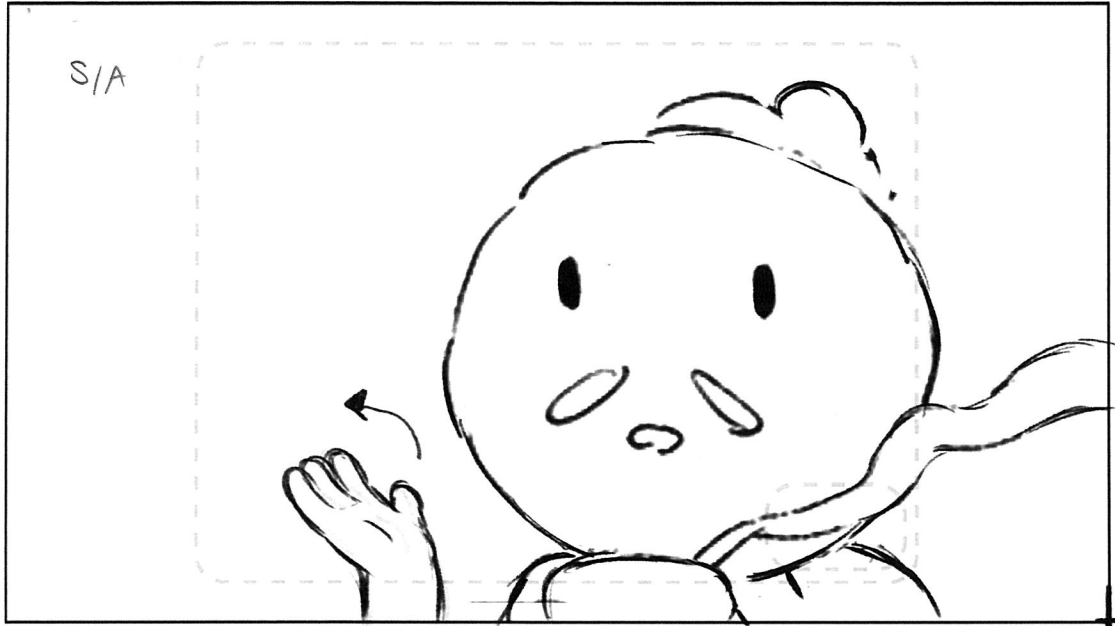


Sc. 141

Pnl. D

Bg.

day night

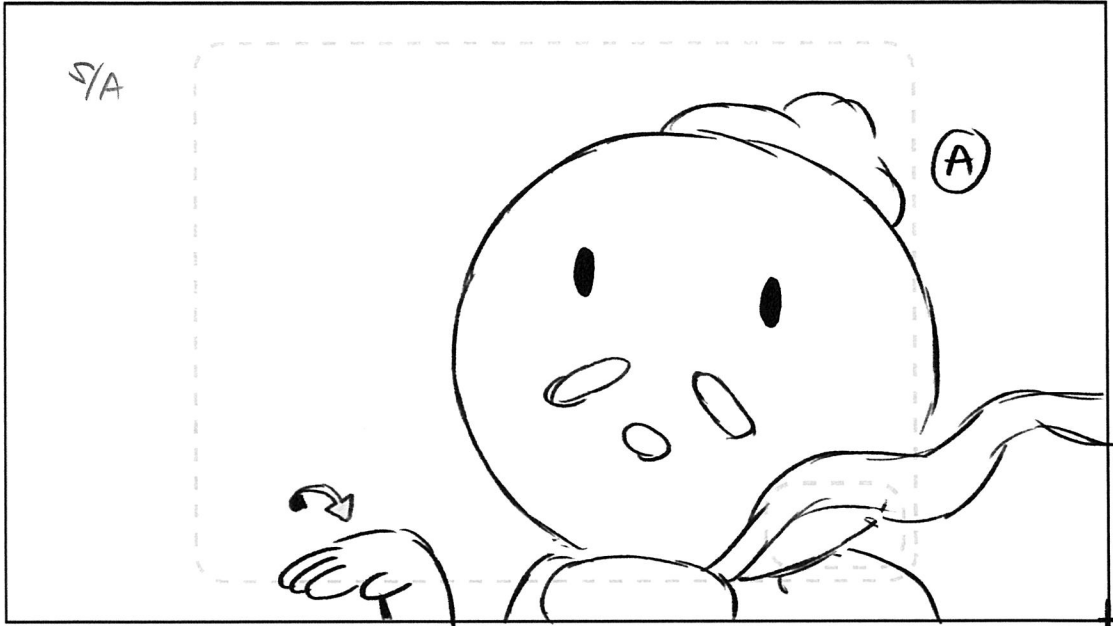


Sc. 141

Pnl. E

Bg.

day night

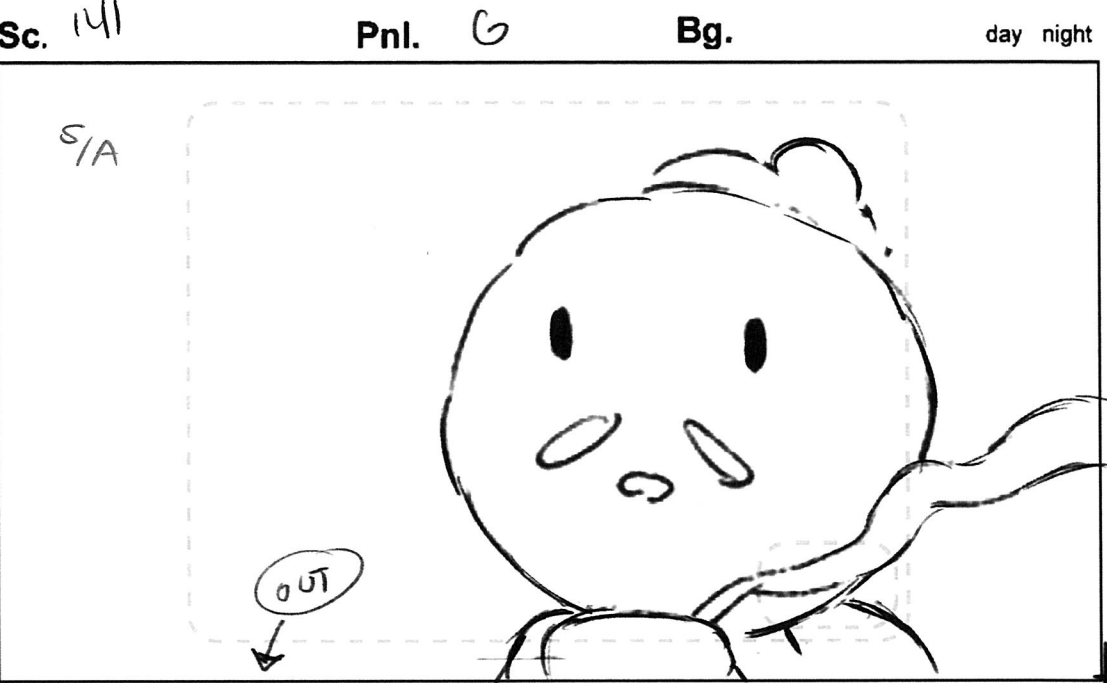
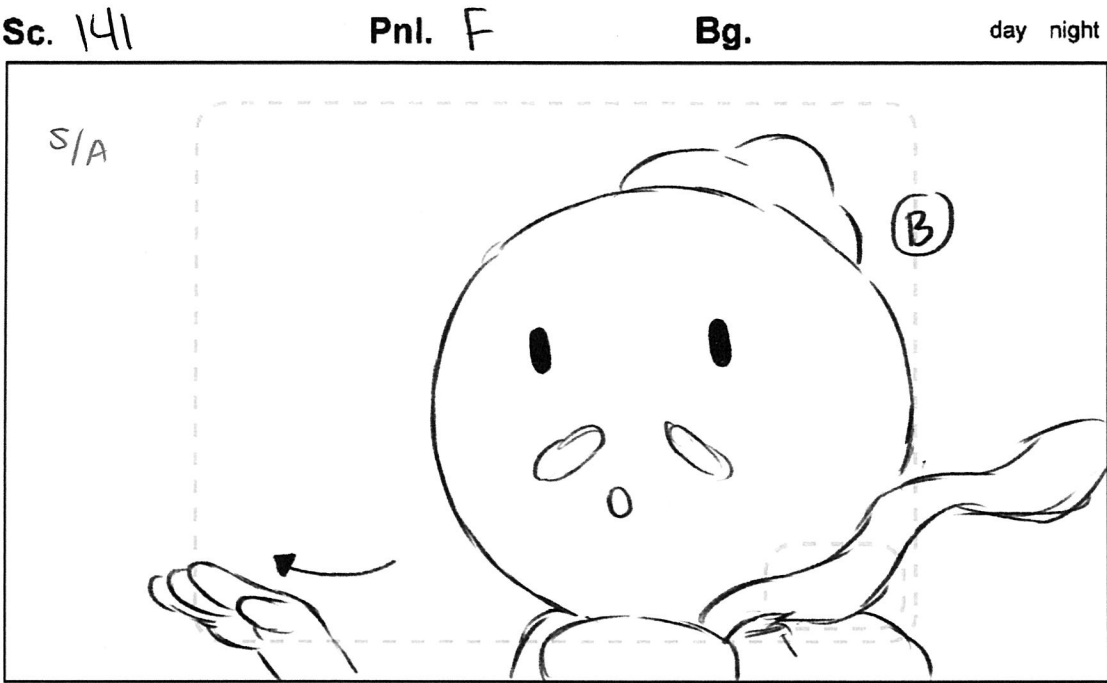


Dialog:	CHAT: I CAN OPEN THE DOOR FOR YOU --	CHAT: -- BUT YOU HAVE TO--
Action:		
Timing:		

EPISODE # 1042-250  
Production :

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ADVENTURE TIME



Dialog:	CHAT: -- STEP THROUGH IT YOURSELF.	CHAT: AND WALK IN YOUR OWN SHOES ...
Action:		
Timing:		

1042-250

EPISODE #

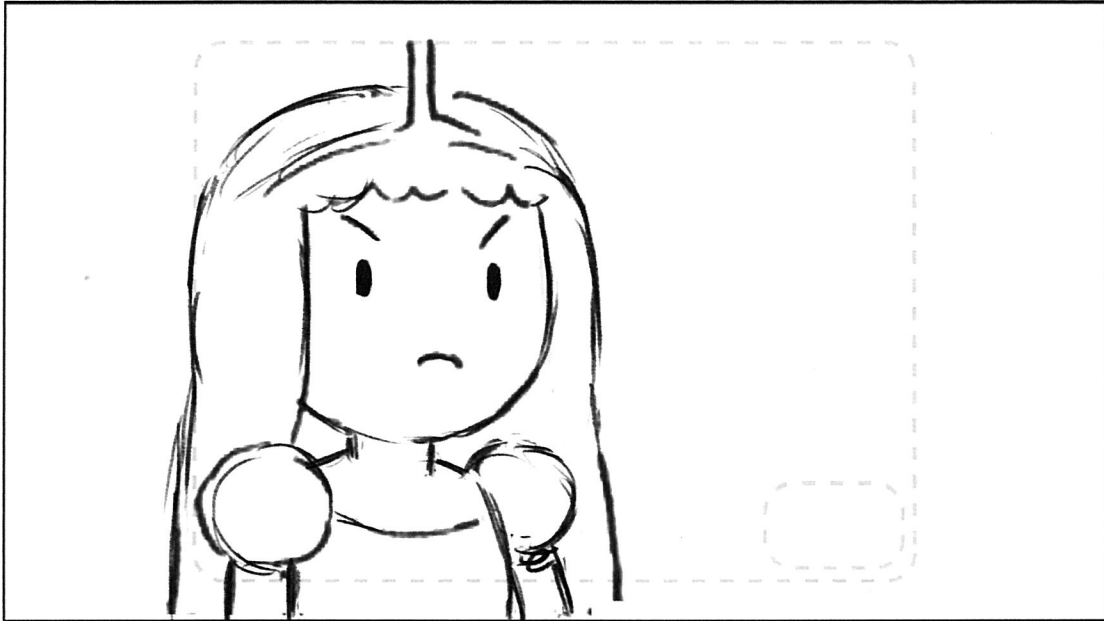
Production :

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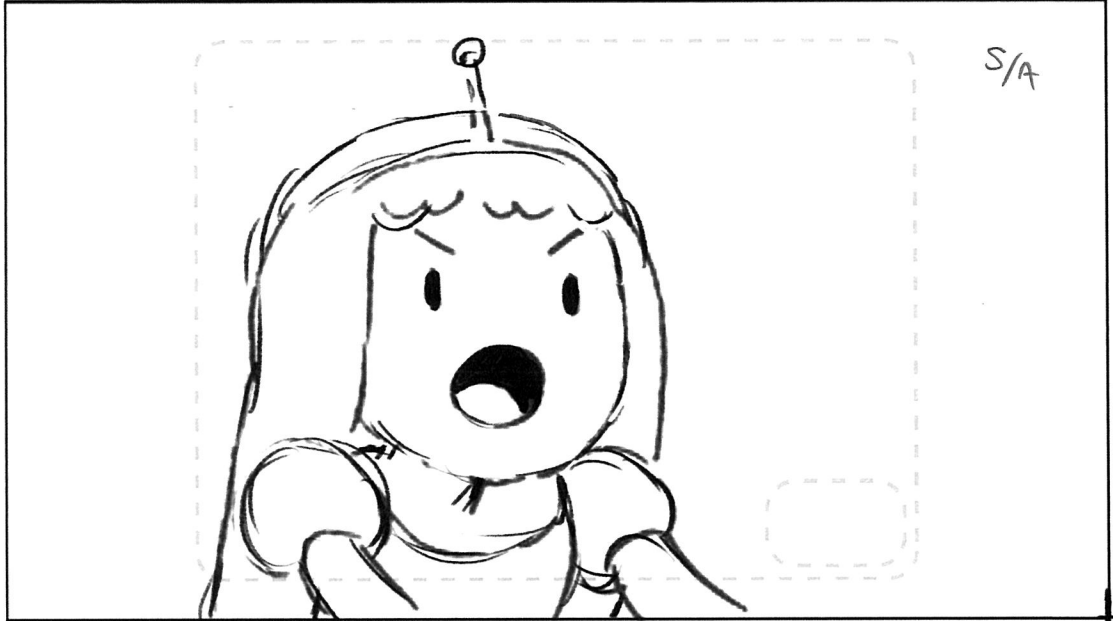
# ADVENTURE TIME



Sc. 142 Pnl. A Bg. day night



Sc. 142 Pnl. B Bg. day night



Dialog:	<u>CHAT</u> : I MEAN CHOOSE (015) YOUR OWN PATH.	<u>P.B</u> : MY KINGDOM IS UNDER <u>ATTACK</u> , CHATSBERRY!
Action:		
Timing:		

EPISODE # 1042-250  
Production :

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ADVENTURE TIME



Sc. 143

Pnl. A

Bg.

day night



Sc. 143

Pnl. B

Bg.

day night



Dialog:	CHAT: *SULLURPPP*
Action:	-CB TAKES ANOTHER DRINK OF TEA.
Timing:	

1042-250

EPISODE #

Production :

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# ADVENTURE TIME

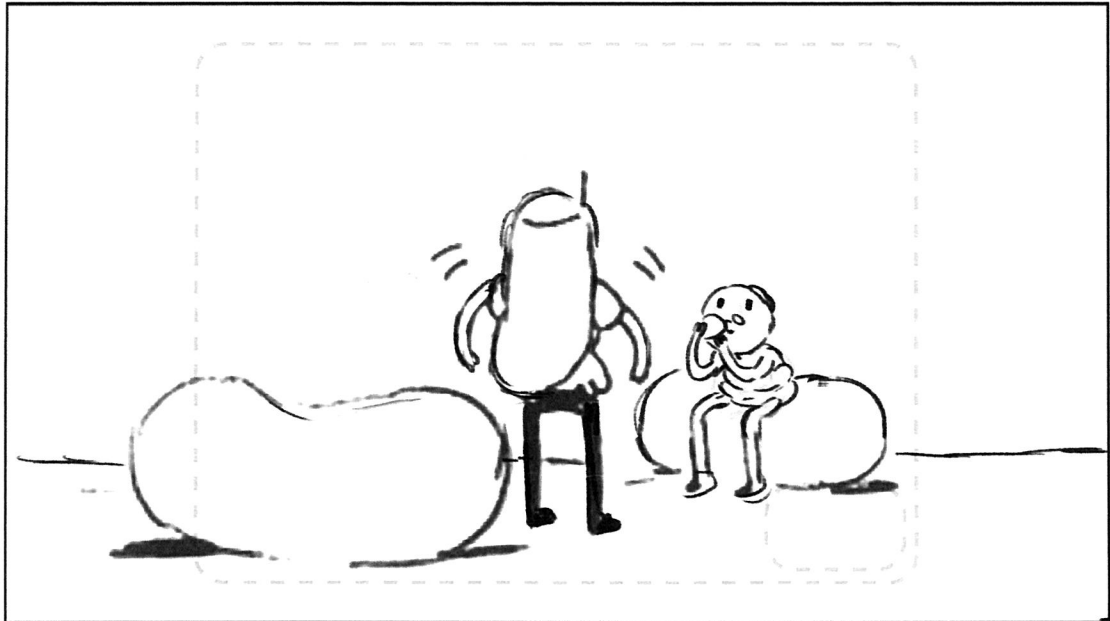


Sc. 144

Pnl. A

Bg.

day night

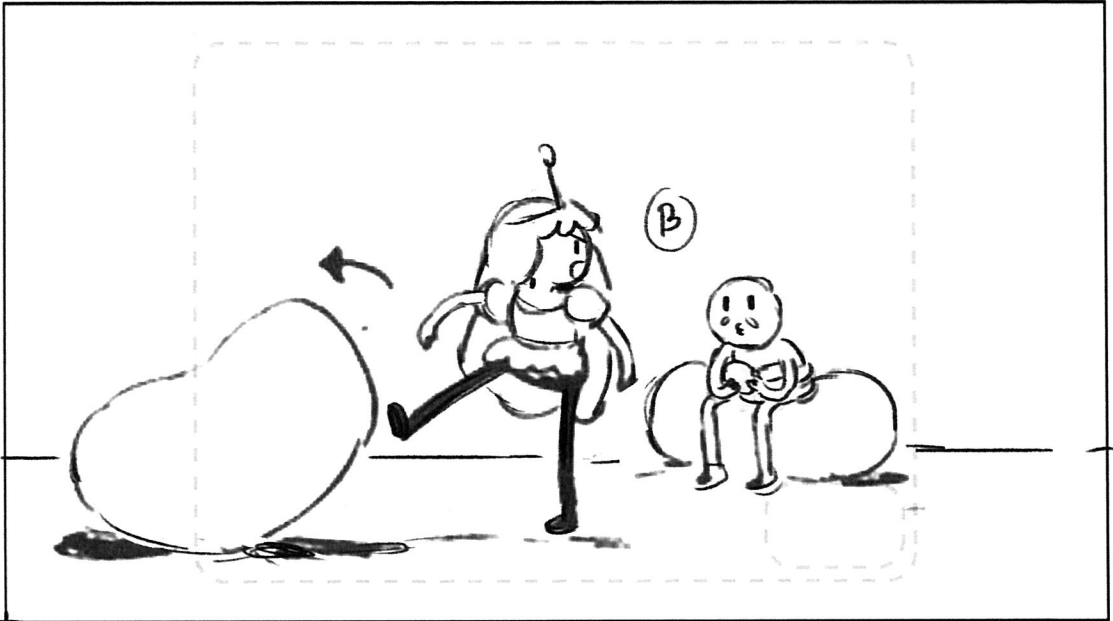


Sc. 144

Pnl. B

Bg.

day night



Dialog:

CHAT: \* SLURRY \*

PB: GRRADH! —

Action:

- PB VIBRATES WITH ANGER.

P.B: YOU'RE AS USELESS AS  
MY STINKIN' POWERS!

- PB TURNS AND  
KICKS JELLY BEAN.

Timing:



EPISODE # 1042-250

Production :

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# ADVENTURE TIME



Sc. 144

Pnl. C

Bg.

day night

Sc. 144

Pnl. D

Bg.

day night

Dialog:

Action:

- JELLY BEAN BOUNCES LEFT.
- CAM PANS W/ JELLY BEAN

Timing:

1042-250

EPISODE #

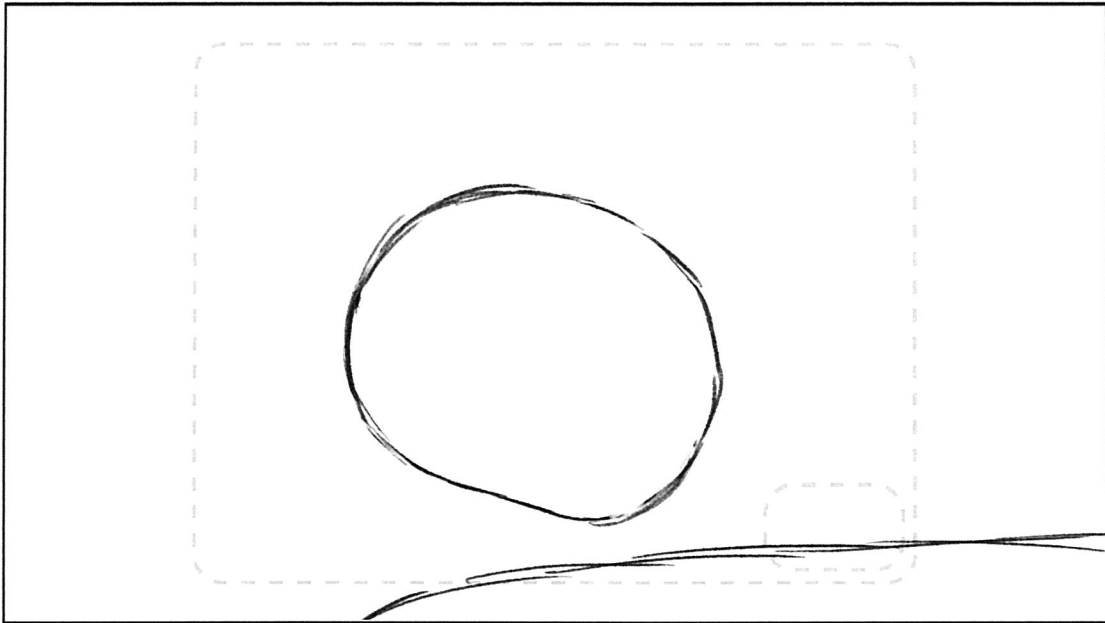
Production :

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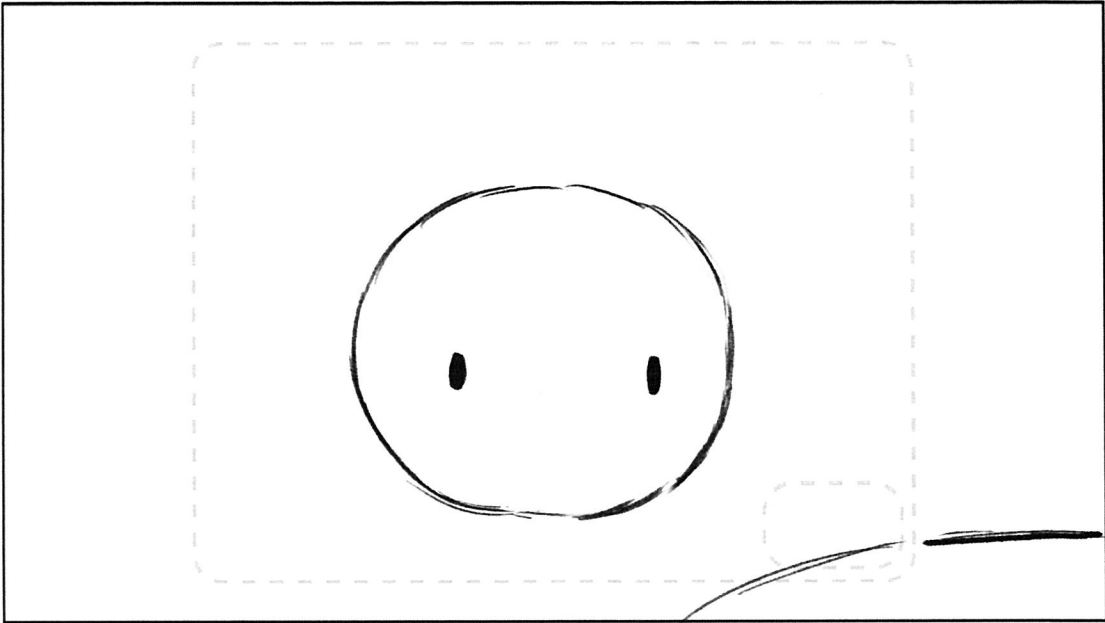
# ADVENTURE TIME



Sc. 144 Pnl. E Bg. day night



Sc. 144 Pnl. F Bg. day night



Dialog:	<p><u>F.T.</u> (fade in) ONE</p> <p>SFX: *FWIP*</p>
Action:	<p>- BEAN TRANSFORMS INTO PB'S FACE.</p>
Timing:	

EPISODE # 1042-250  
Production :

ADVENTURE TIME

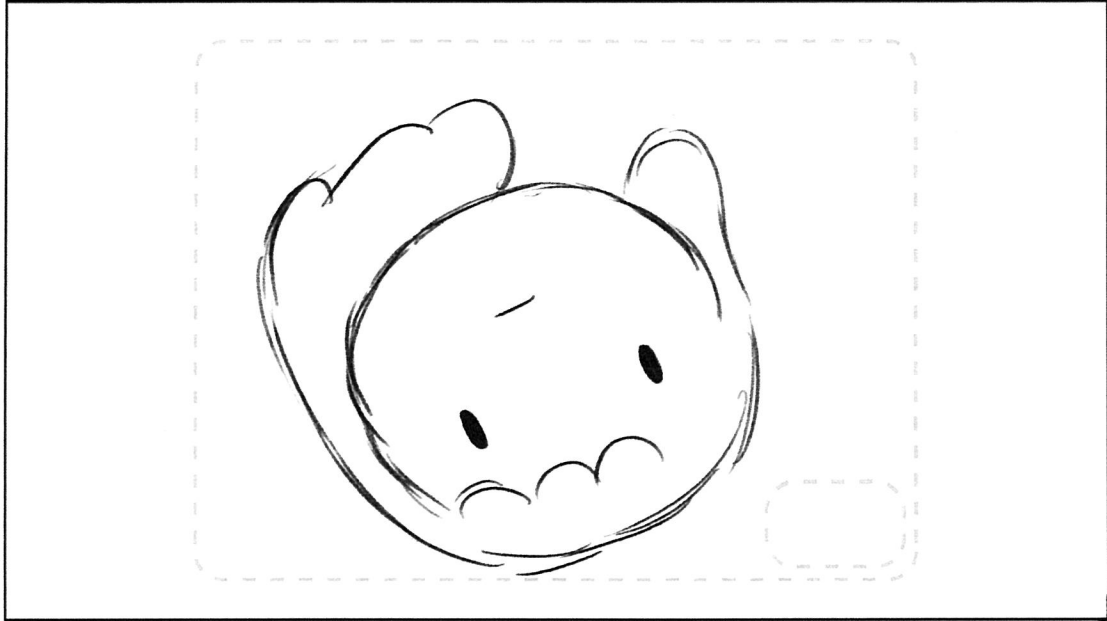


Sc. 144

Pnl. 6

Bg.

day night

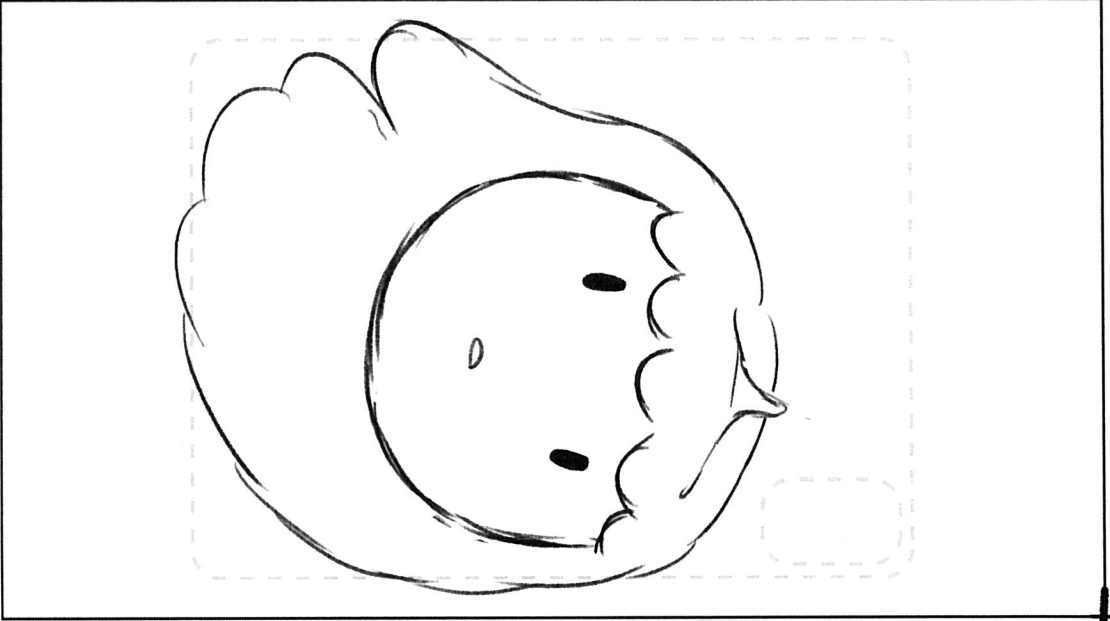


Sc. 144

Pnl. H

Bg.

day night



Dialog:

FT. TWO

FT. THREE

SFX: \*FWIP\*

SFX: \*FWP\*

Action:

- J-BEAN FORMS PB HAIR.

Timing:

EPISODE # 1042-250  
Production :



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ADVENTURE TIME

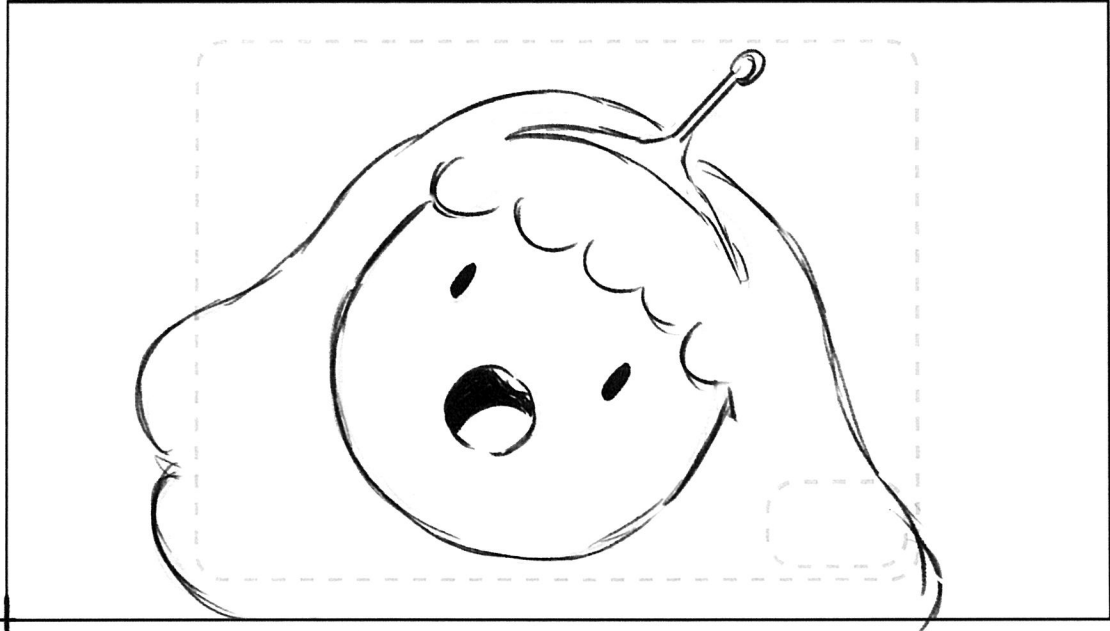


Sc. 144

Pnl. 1

Bg.

day night

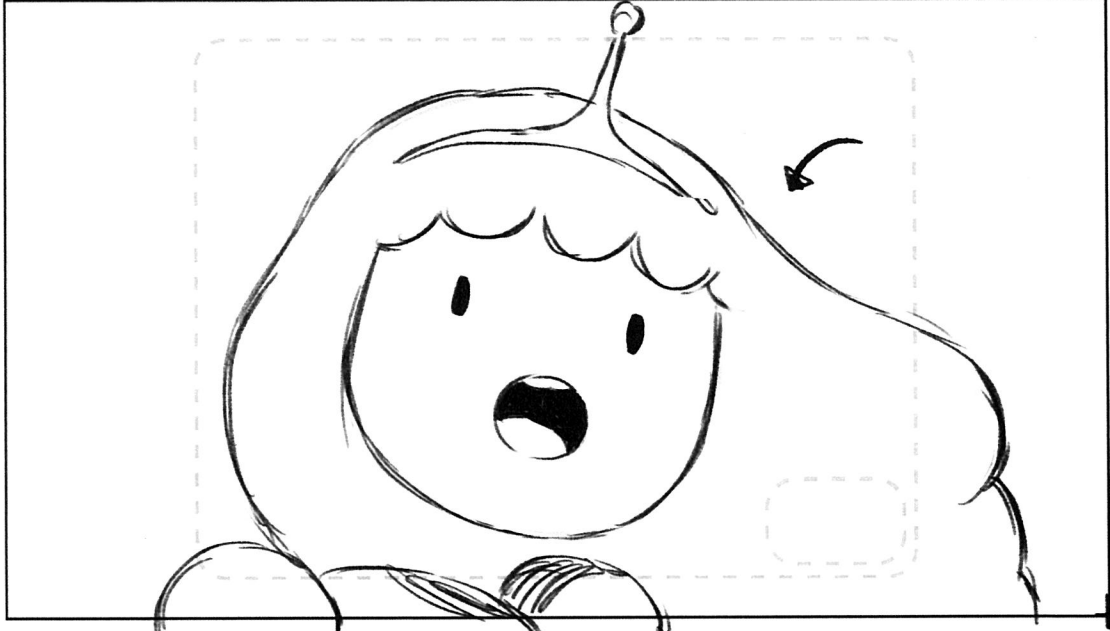


Sc. 144

Pnl. 2

Bg.

day night



Dialog:

F.T.: FOUR

SFX: \*FWP\*

F.T.:

FIVE

SFX: \*FWP\*

Action:

- HEAD SPINS TOWARDS PB'S BODY.

Timing:

EPISODE # 1042-250  
Production :

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ADVENTURE TIME

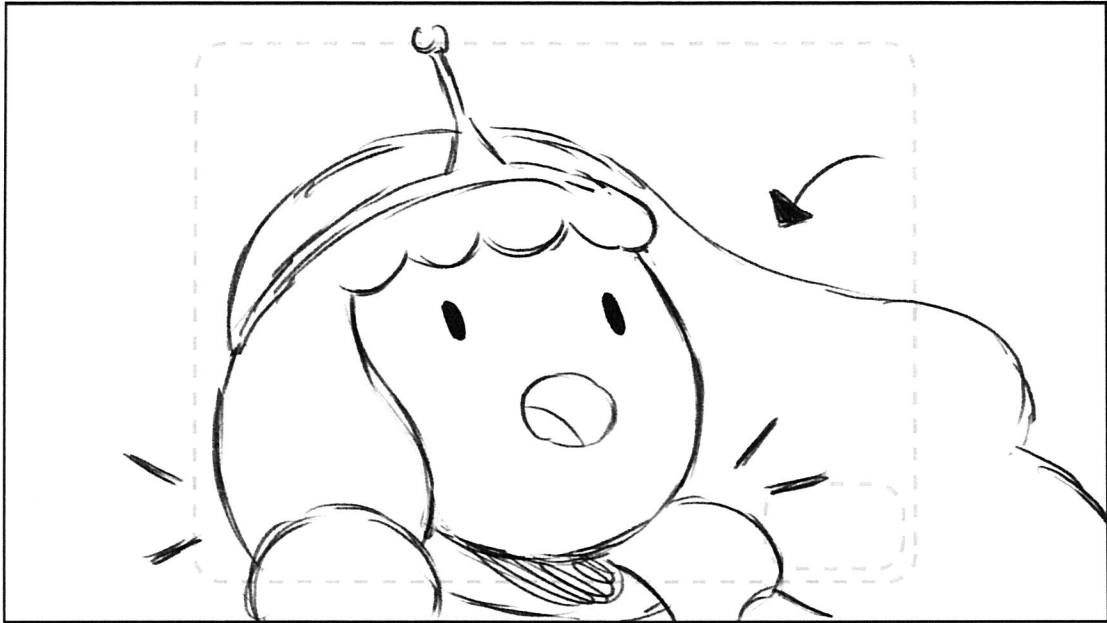


Sc. 144

Pnl. K

Bg.

day night

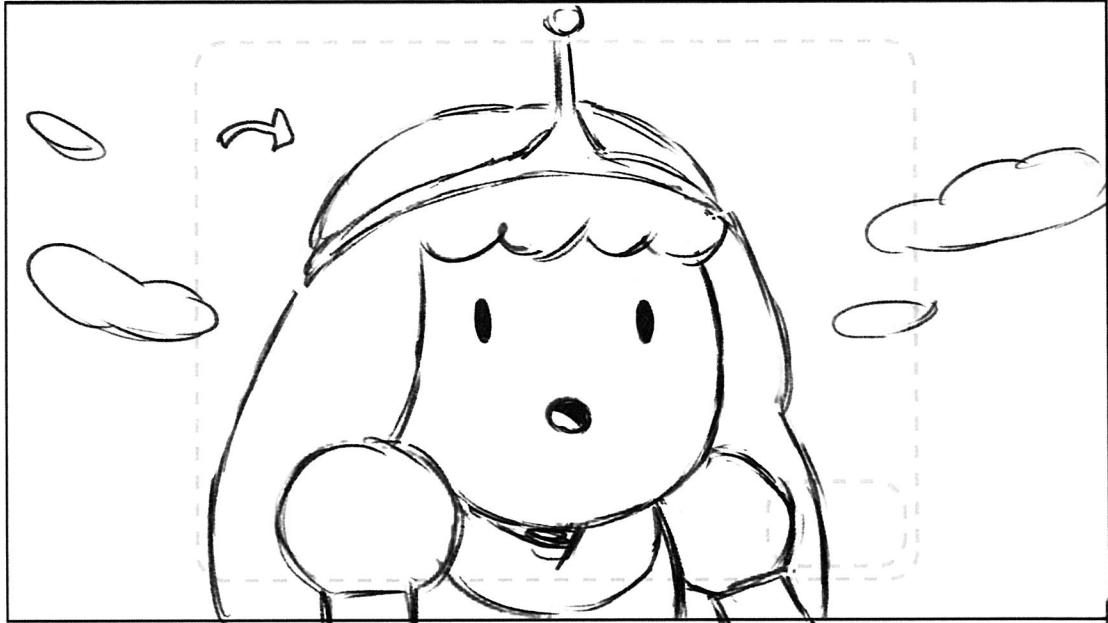


Sc. 144

Pnl. "L"

Bg.

day night



Dialog:

FT: SIX

SFX: \*FWPP\*

F.T: SEVEN

SFX: FWPP \*

Action:

- PB'S HEAD LANDS ON SHOULDERS.

(bg pops back)

Timing:

EPISODE # 1042-250

Production :

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ADVENTURE TIME



Sc. 145

Pnl. A

Bg.

day night

Sc. 145

Pnl. B

Bg.

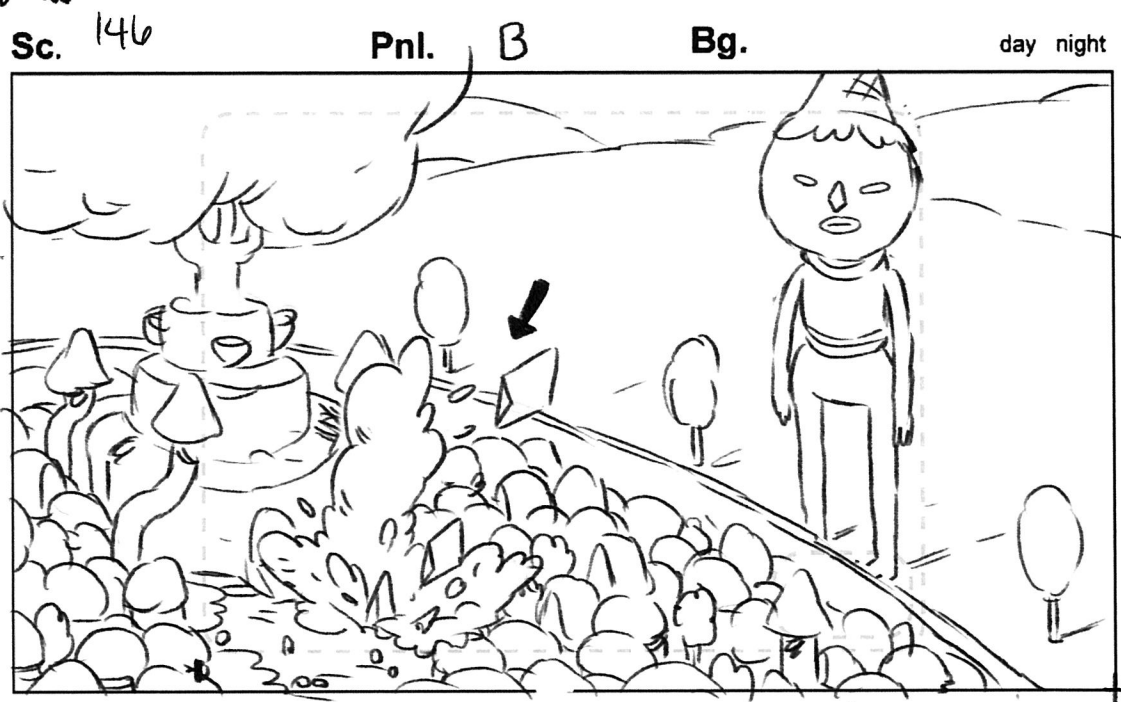
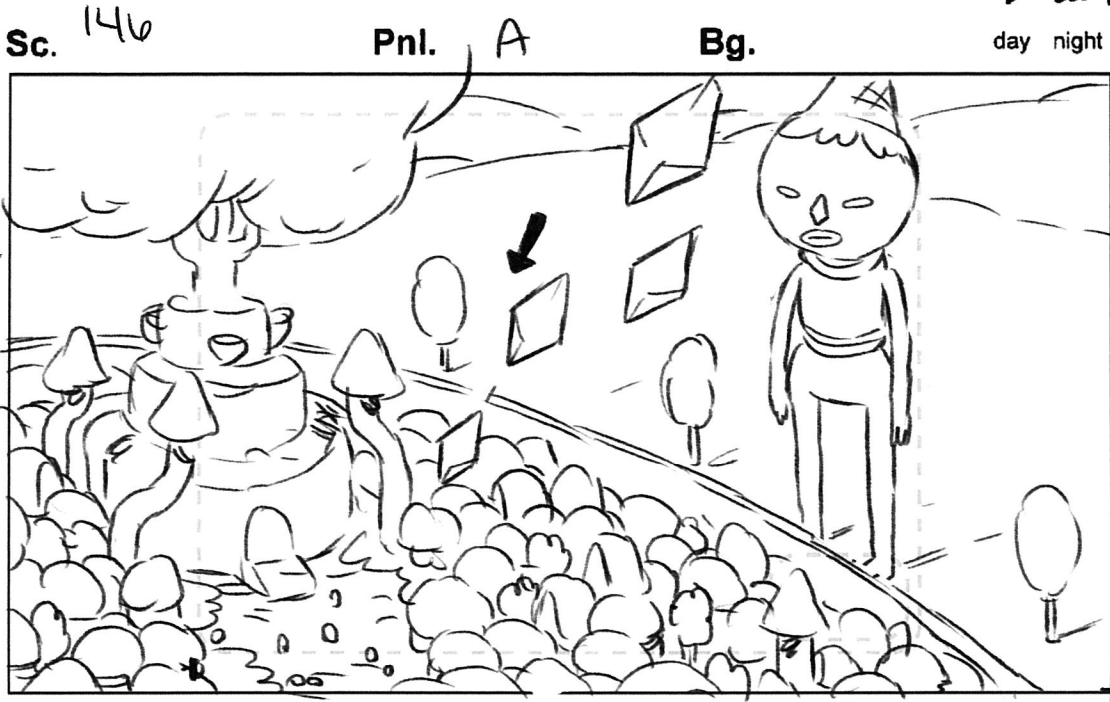
day night

Dialog:	F.T: EIGHT SFX: * FWPP *	SFX: * SHYUUU *
Action:	- F.T. UNFOLDS TO REVEAL 8 DARTS.	- FT FIRES 8 DARTS OFF/S.
Timing:		

EPISODE # 1042-250

Production :

ADVENTURE TIME



Dialog:	SFX: (CRASH)	
Action:	- PARTS FLY TOWARDS GROUND	(maby keep G.G same pose?)
Timing:		

EPISODE # 1042-250  
Production :

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# ADVENTURE TIME



Sc. 147

Pnl. A

Bg.

day night

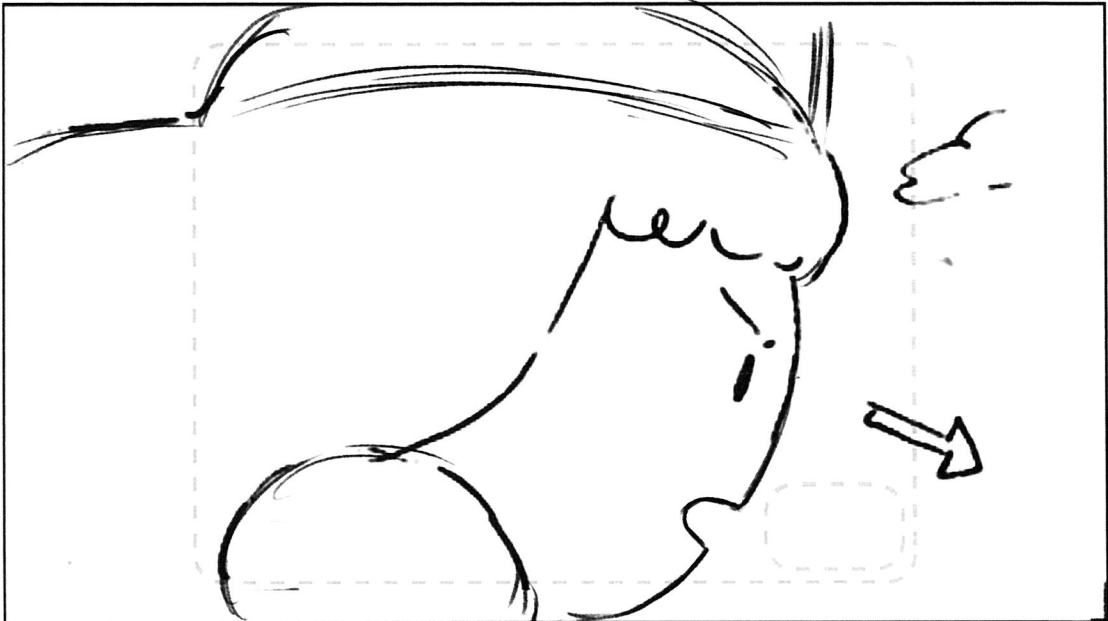


Sc. 147

Pnl. B

Bg.

day night



Dialog:	<u>PB</u> : FIND MY OWN PATH?	<u>PB</u> : I <u>HAD</u> A PATH!
Action:		
Timing:		

EPISODE # 1042-250  
Production :

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ADVENTURE TIME

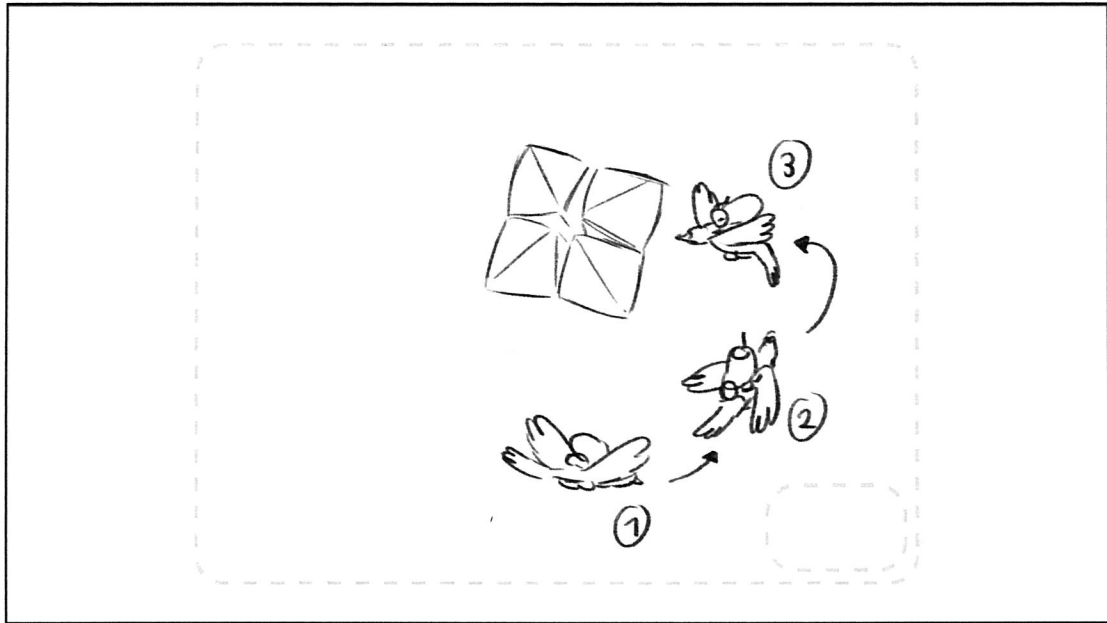


Sc. 148

Pnl. A

Bg.

day night

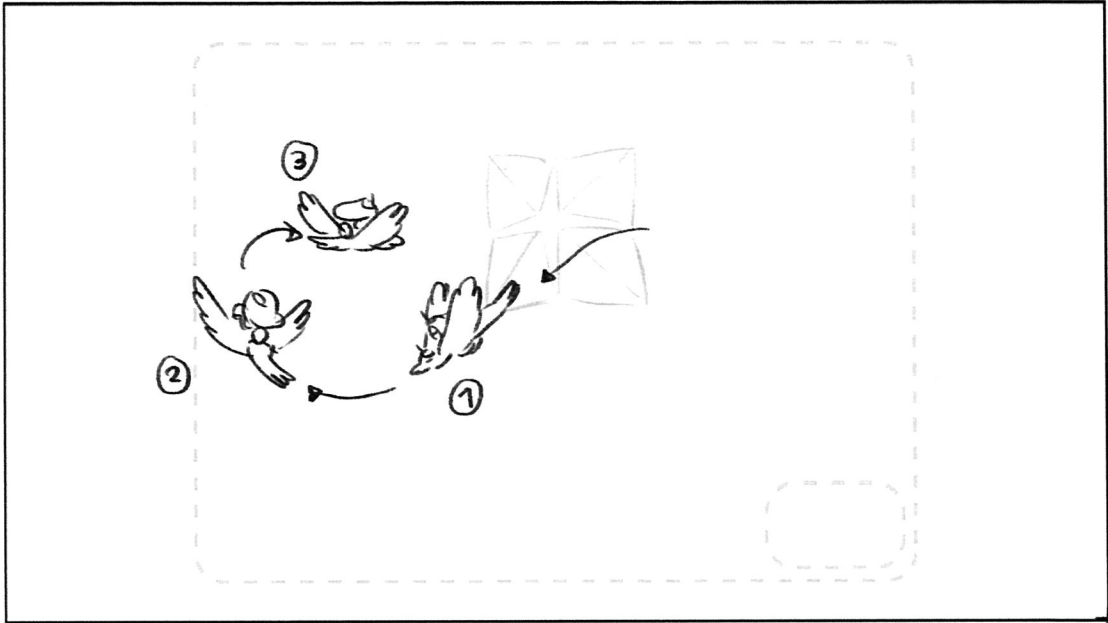


Sc. 148

Pnl. B

Bg.

day night



Dialog:	PB: my --	PB: -- PATH --
Action:	- PB+ MORROW SWOOP IN ARCS IN FRONT OF F.T.	
Timing:		

1042-250

EPISODE #

Production :

ADVENTURE TIME



Sc. 148

Pnl. C

Bg.

day night

Sc. 149

Pnl. A

Bg.

day night

Dialog:	PB: -- WAS --		PB: -- SCIENCE , , ,	
Action:				
Timing:	<div>Ⓟ </div>			

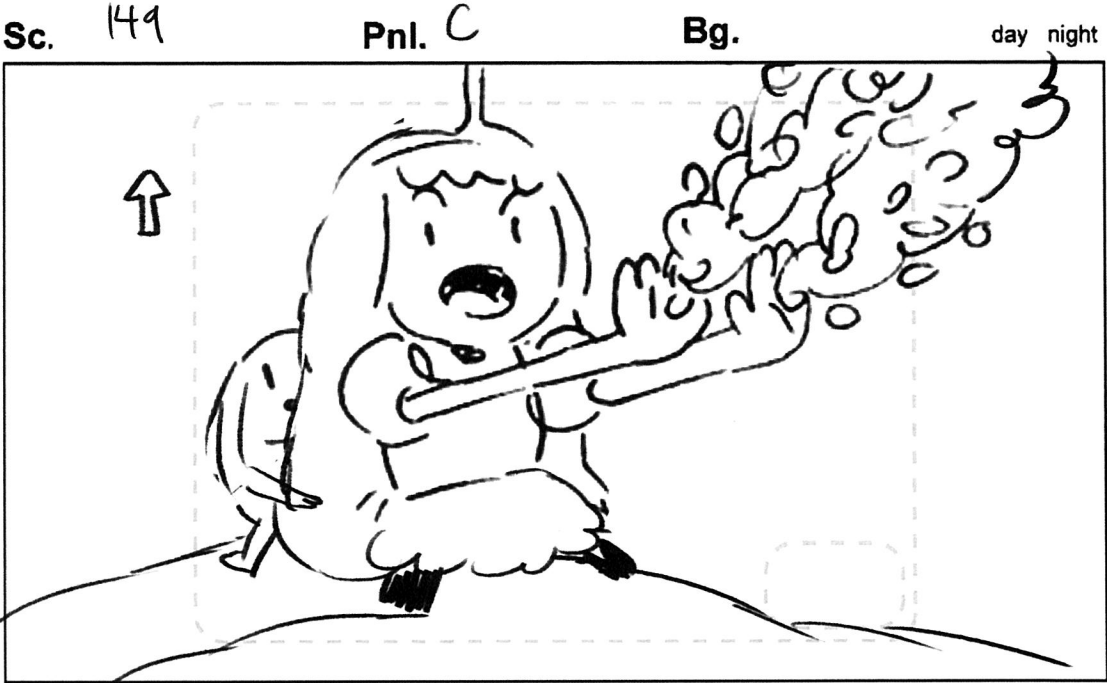
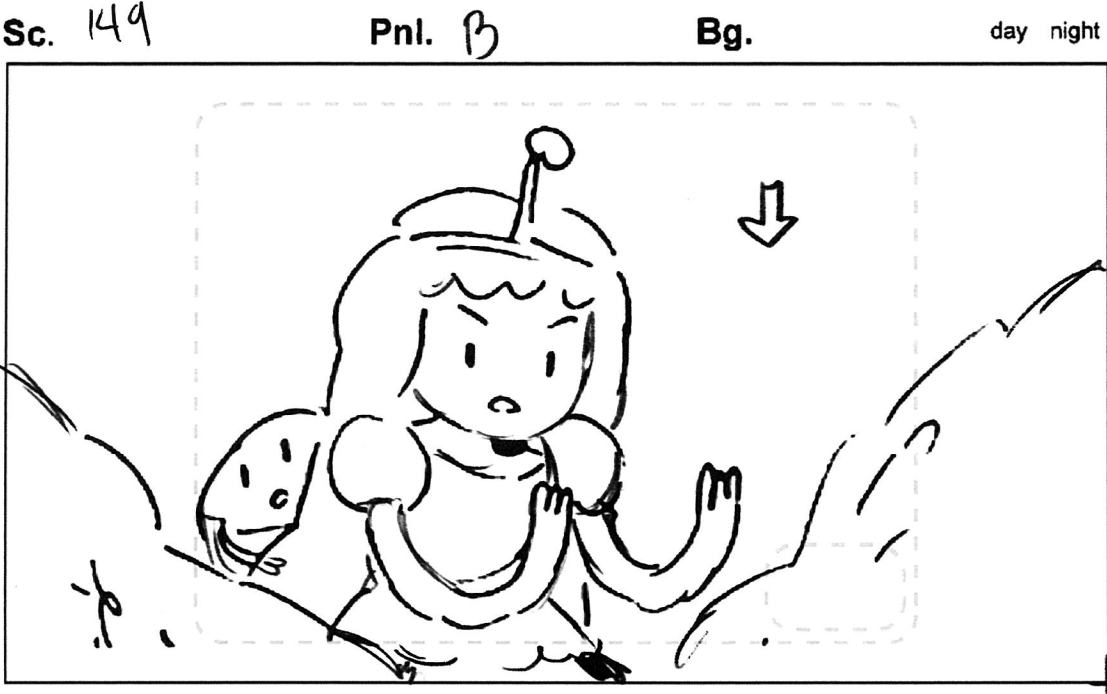
1042-250

EPISODE #

Production :

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ADVENTURE TIME



Dialog:	<u>PB</u> -- BECAUSE SCIENCE --	<u>PB</u> : -- <u>MAKES</u> <u>SENSE</u> !
Action:		- PB FIRES DUAL JELLY BEAN BEAMS.
Timing:		

SFX: \* FRRRT! \*

1042-251

EPISODE #

Production :



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# ADVENTURE TIME

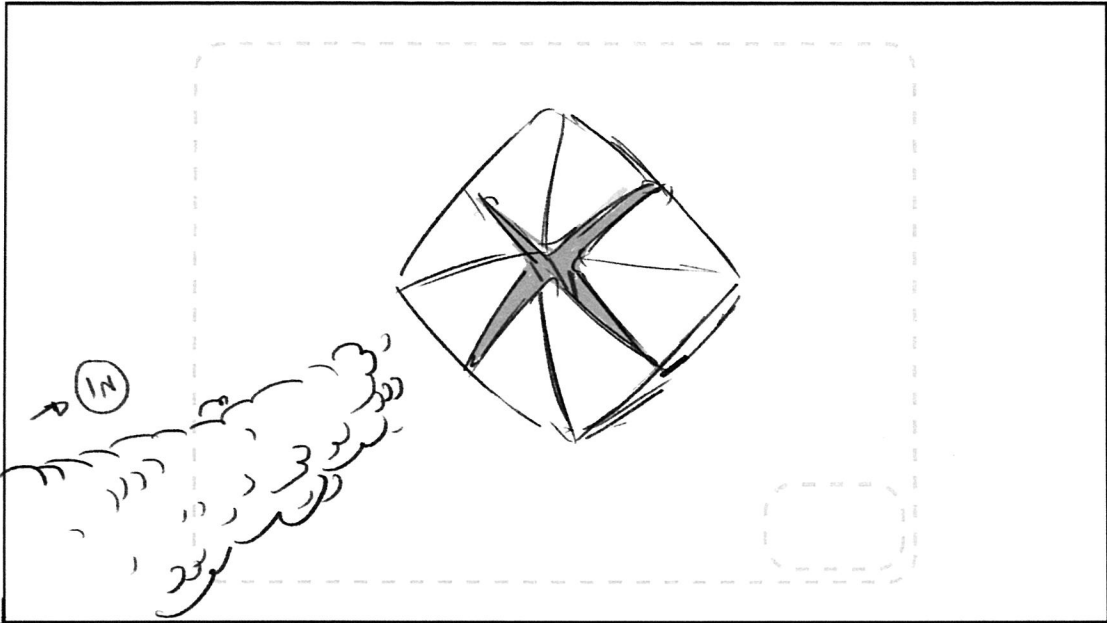


Sc. 150

Pnl. A

Bg.

day night

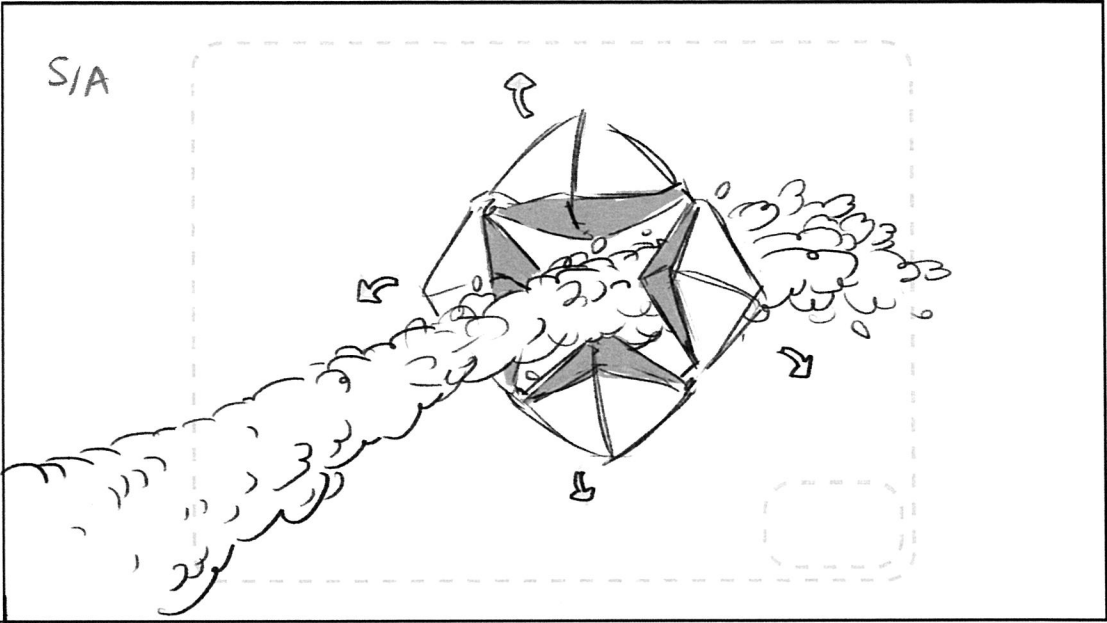


Sc. 150

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

- FT BREAKS APART TO ALLOW  
BEAM TO PASS THROUGH IT.

EPISODE # 1042-251  
Production :

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# ADVENTURE TIME

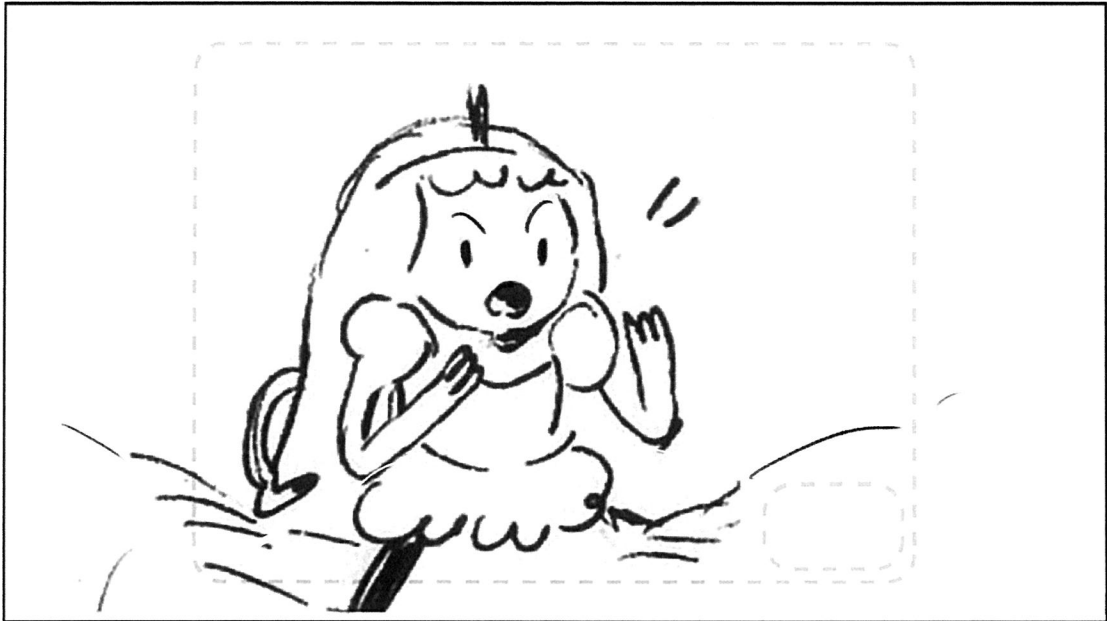


Sc. 151

Pnl. A

Bg.

day night

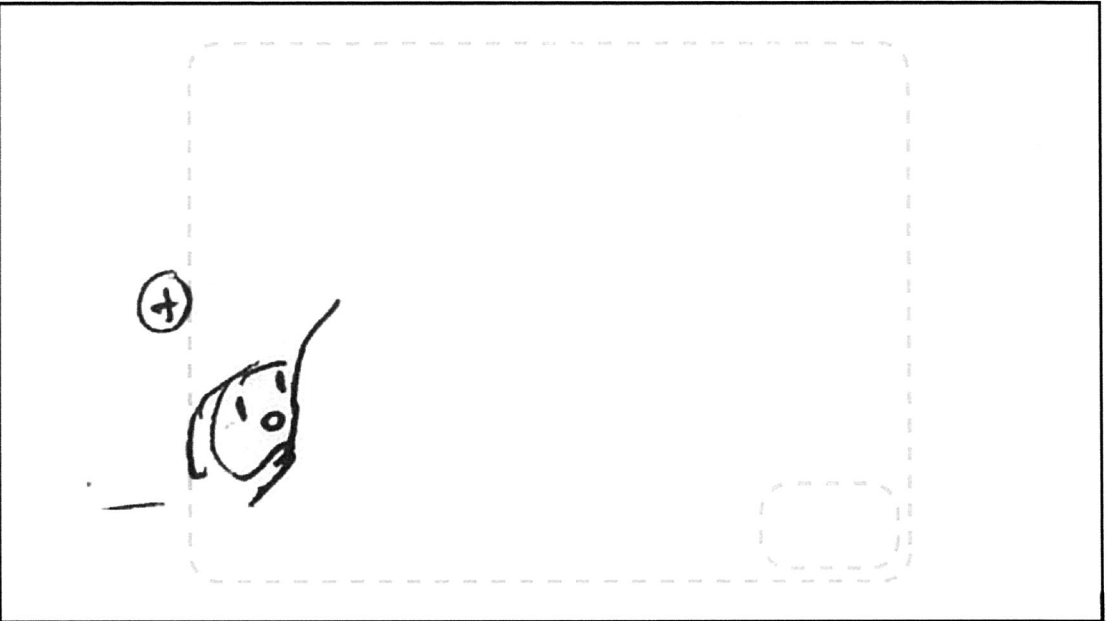


Sc. 151

Pnl. B

Bg.

day night



Dialog:

PB: GAH!! IF I WAS  
IN MY LAB, I COULD  
FABRICATE THAT  
EXPLOSION IN A SNAP

PEP: WHAT  
EXPLOSION?

Action:

Timing:

1042-250

EPISODE #

Production :

ADVENTURE TIME

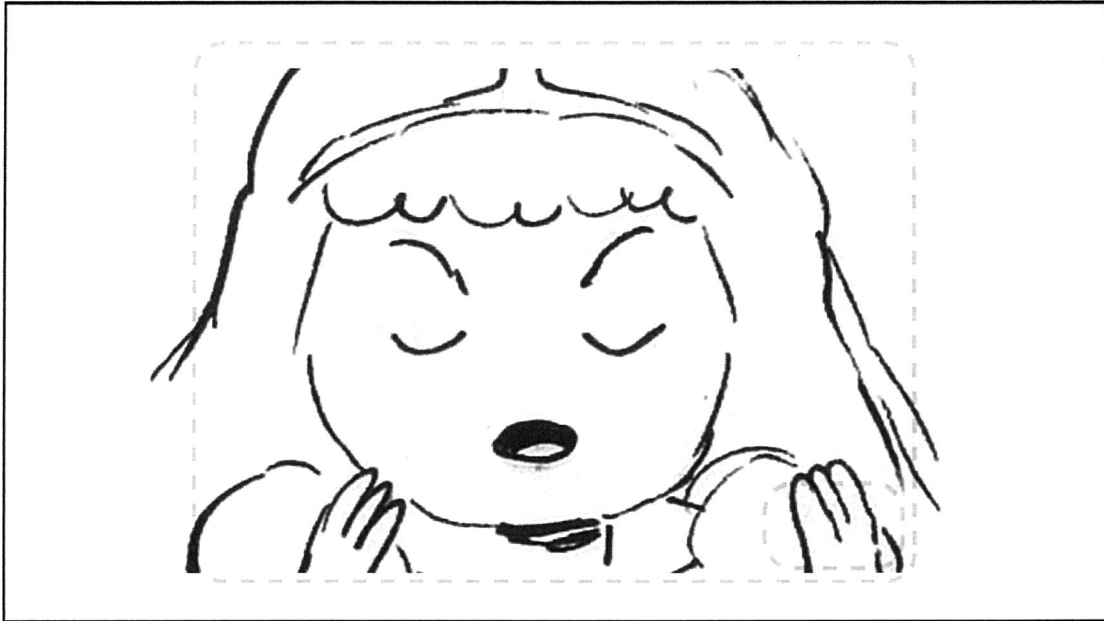


Sc. 152

Pnl. A

Bg.

day night

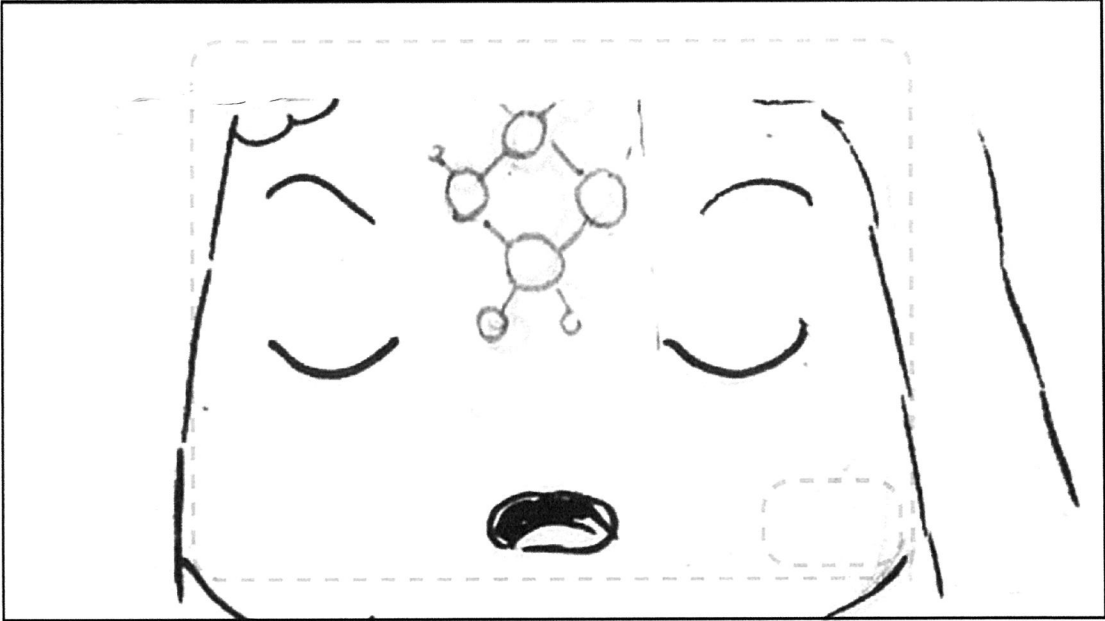


Sc. 153

Pnl. A

Bg.

day night



Dialog:	<p><u>PO</u>: IT WAS JUST REGULAR - SODA POP AND SCOTCH MINTS. THAT SHOULDN'T BE HARD!</p>	<p><u>PO</u>: IT'S ALL SUGAR, RIGHT...</p>
Action:		<p>- BALL-AND-STICK MODEL DISSOLVES ONTO PB'S FOREHEAD.</p>
Timing:		

1042-251

EPISODE #

Production :

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# ADVENTURE TIME

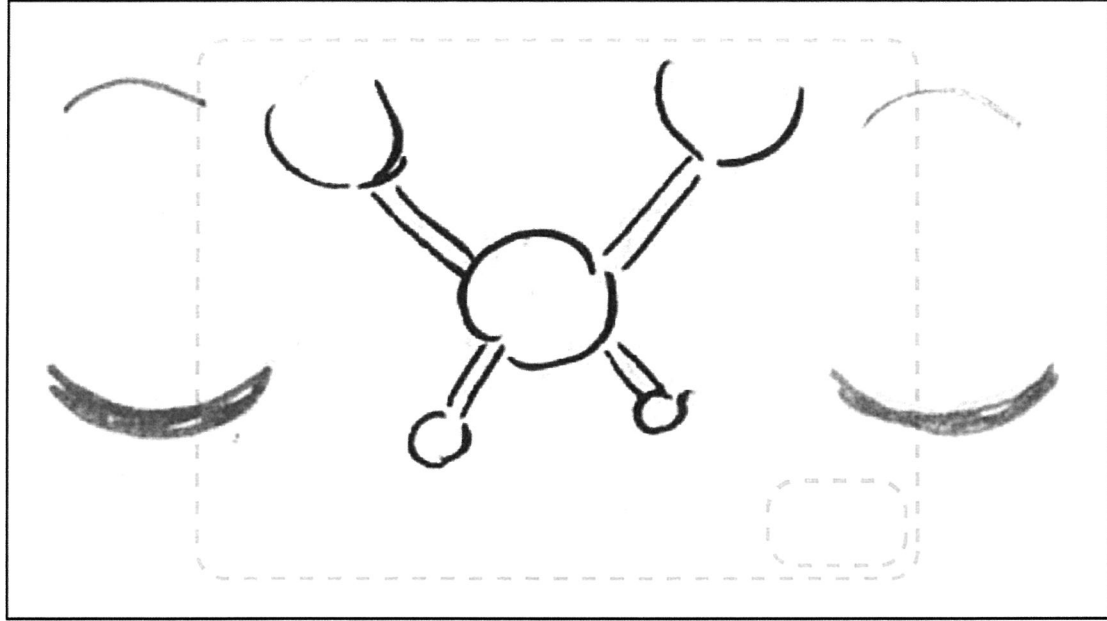


Sc. 154

Pnl. A

Bg.

day night

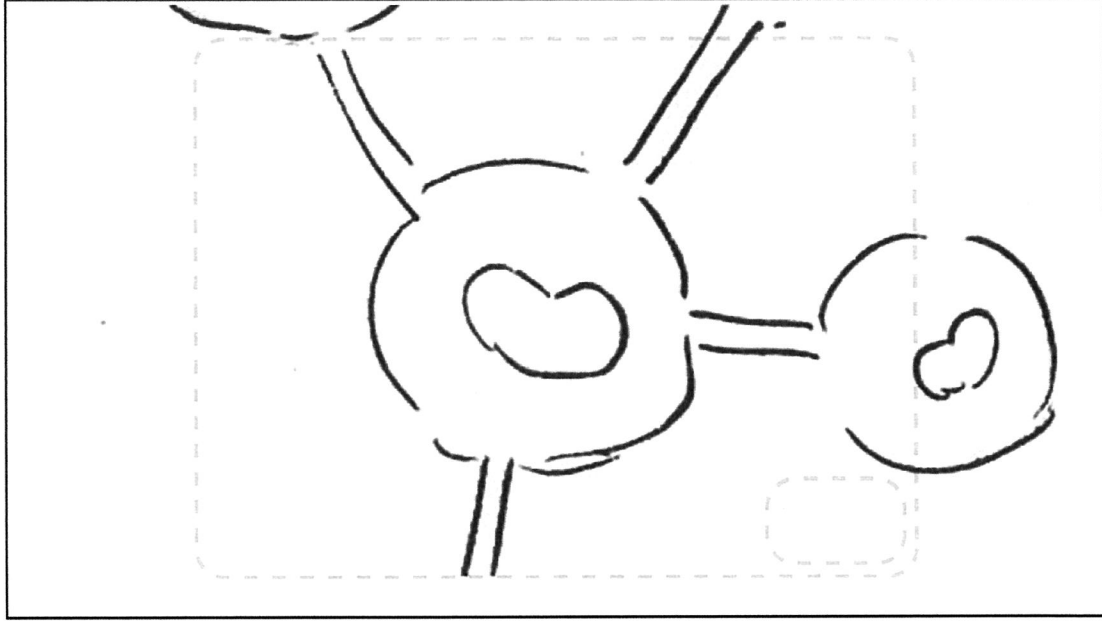


Sc. 155

Pnl. A

Bg.

day night



Dialog:
<p><u>PO</u>: RIGHT...</p>
Action:
Timing:

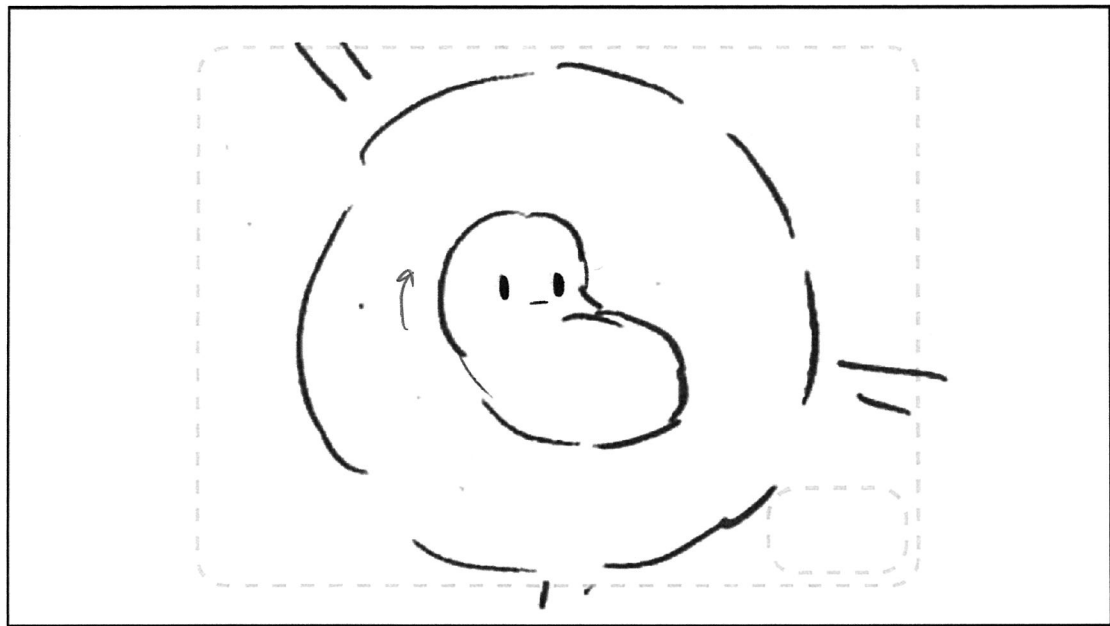
EPISODE # 1042-251  
Production :

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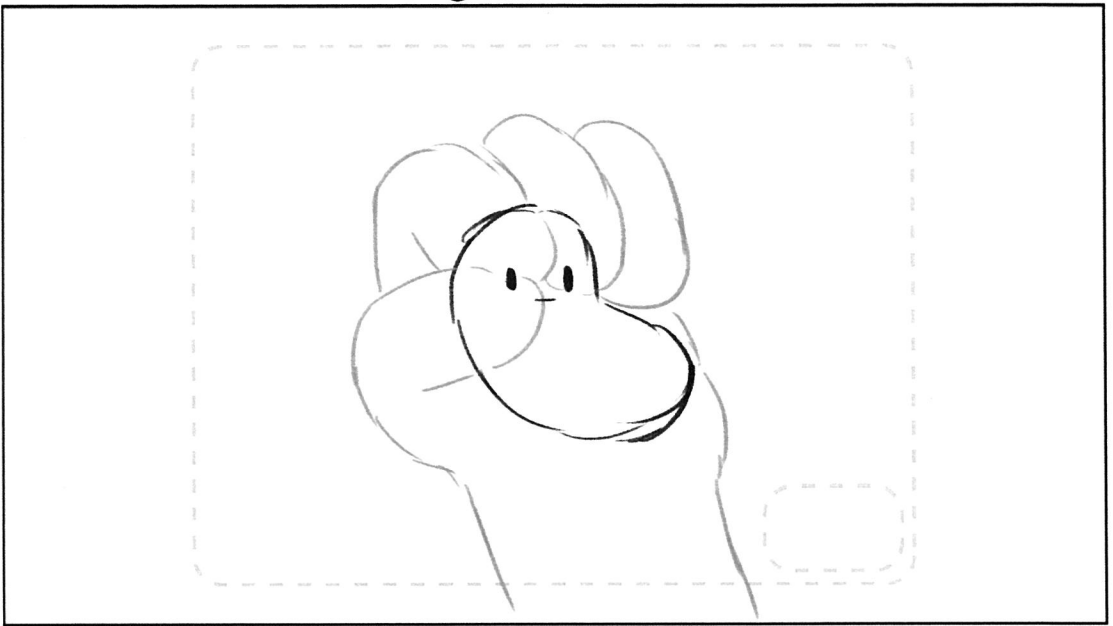
ADVENTURE TIME



Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:
Action: - JELLY BEAN FORMS FACE. - PB'S HAND DISSOLVES ON/S
Timing:

1042-250

EPISODE #

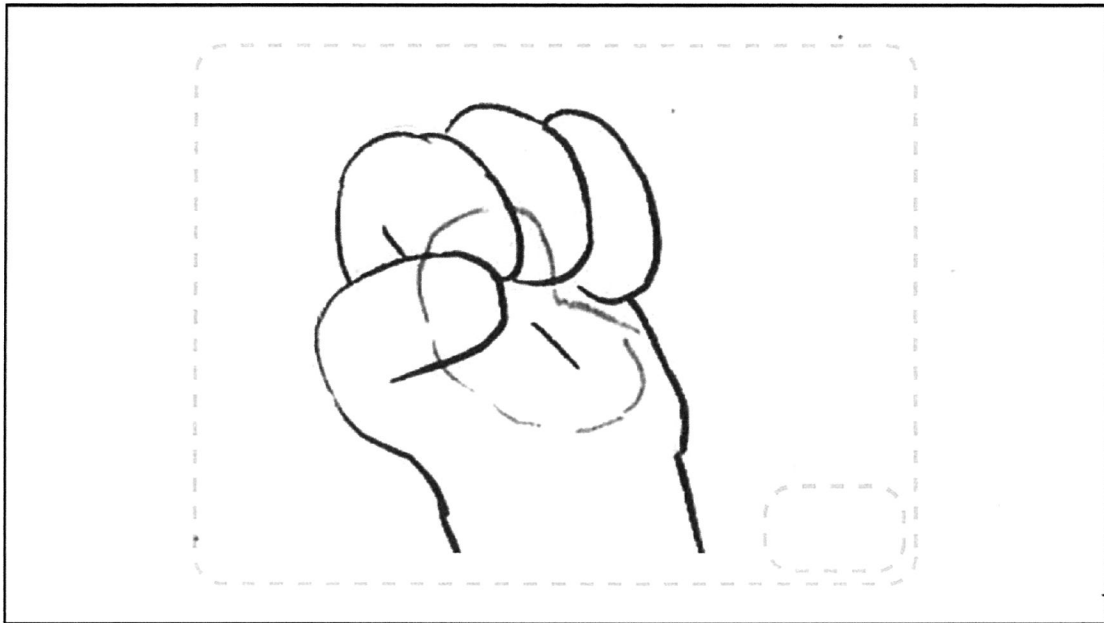
Production :

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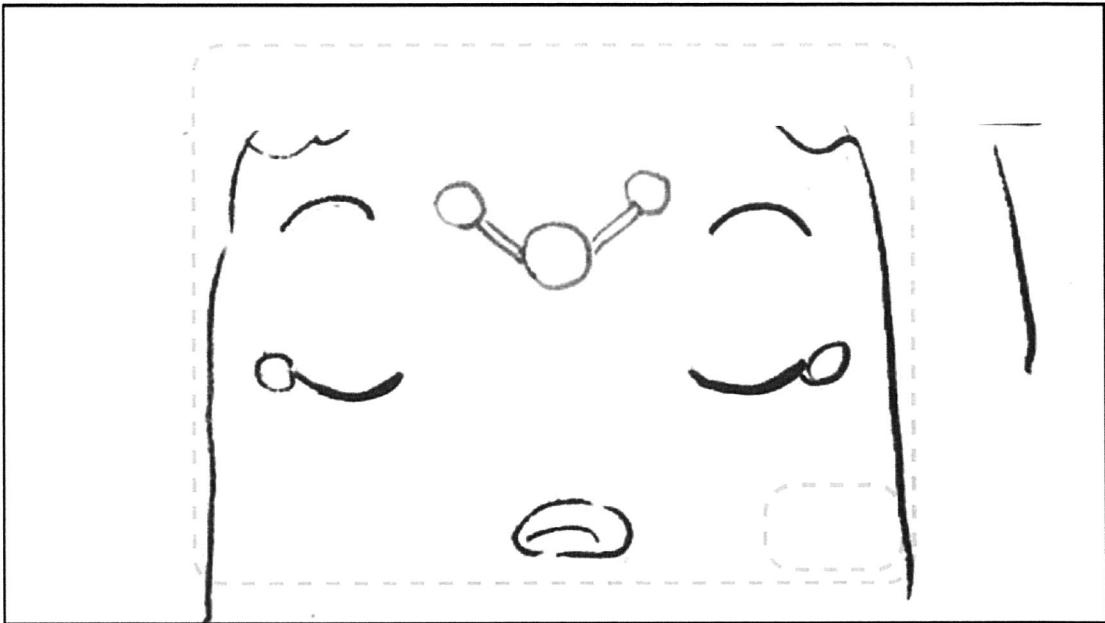
# ADVENTURE TIME



Sc. 156 Pnl. C Bg. day night



Sc. 157 Pnl. A Bg. day night



Dialog:	PB: "TO MAKE SODA POP..."	PB: I'D NEED TO ADD
Action:	-PB'S EYES TEAR UP	
Timing:		

EPISODE # 1042-250  
Production :

# ADVENTURE TIME

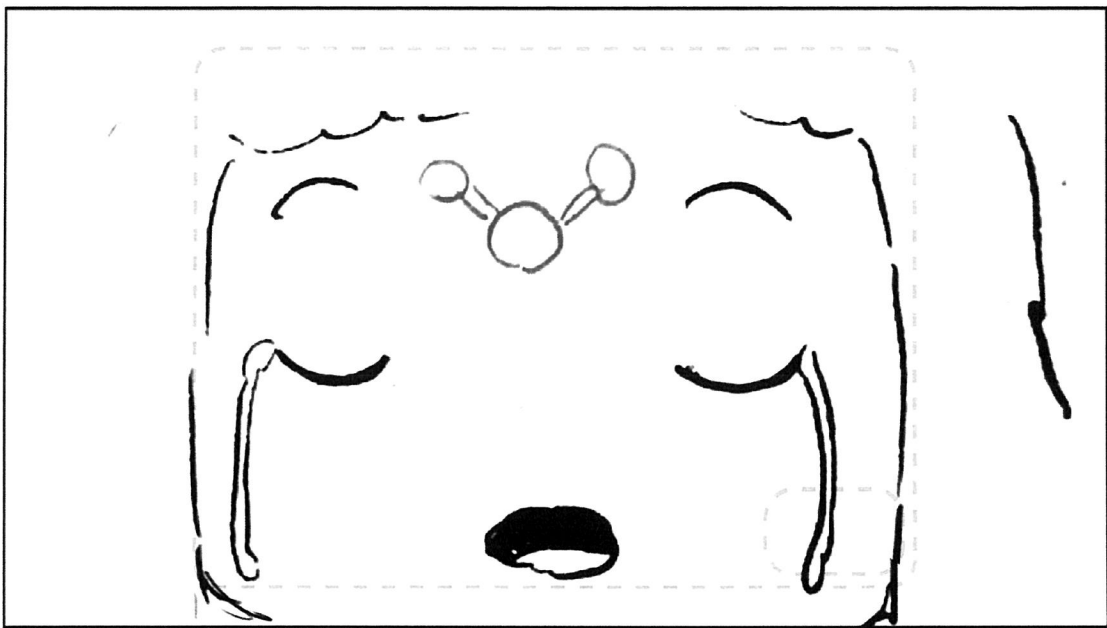


Sc. 157

Pnl. B

Bg.

day night

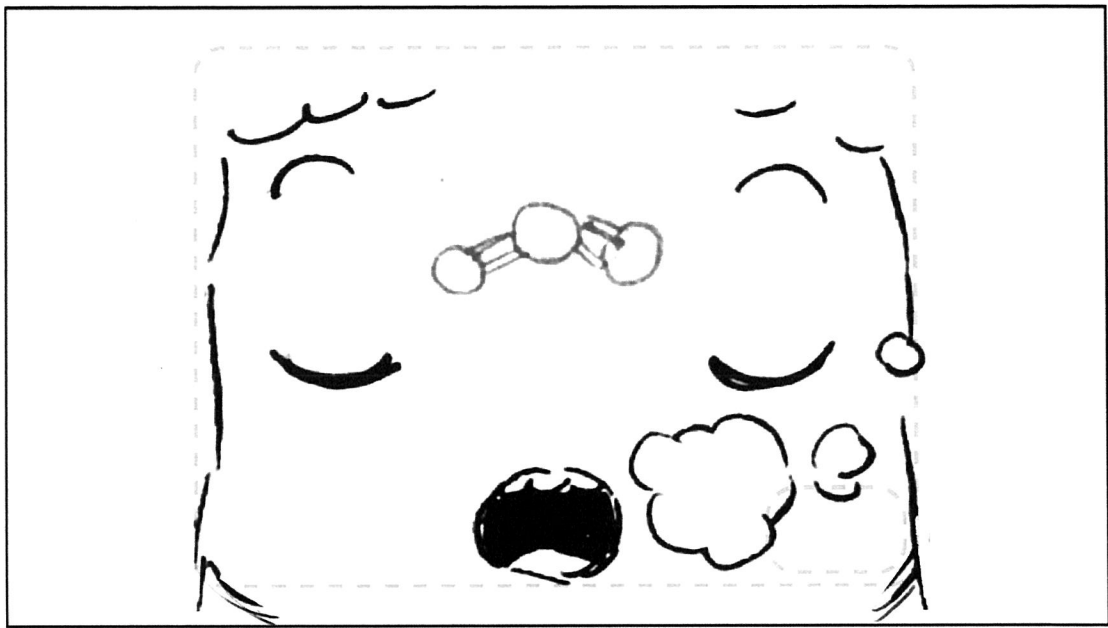


Sc. 157

Pnl. C

Bg.

day night



Dialog:	<p><u>PB</u>: " WATER -- "</p>	<p><u>PB</u>: " AND CARBON DIOXIDE "</p>
Action:	<p>- TEARS TRAVEL DOWN PB'S FACE.</p>	
Timing:		

EPISODE # 1042-250  
Production :

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# ADVENTURE TIME

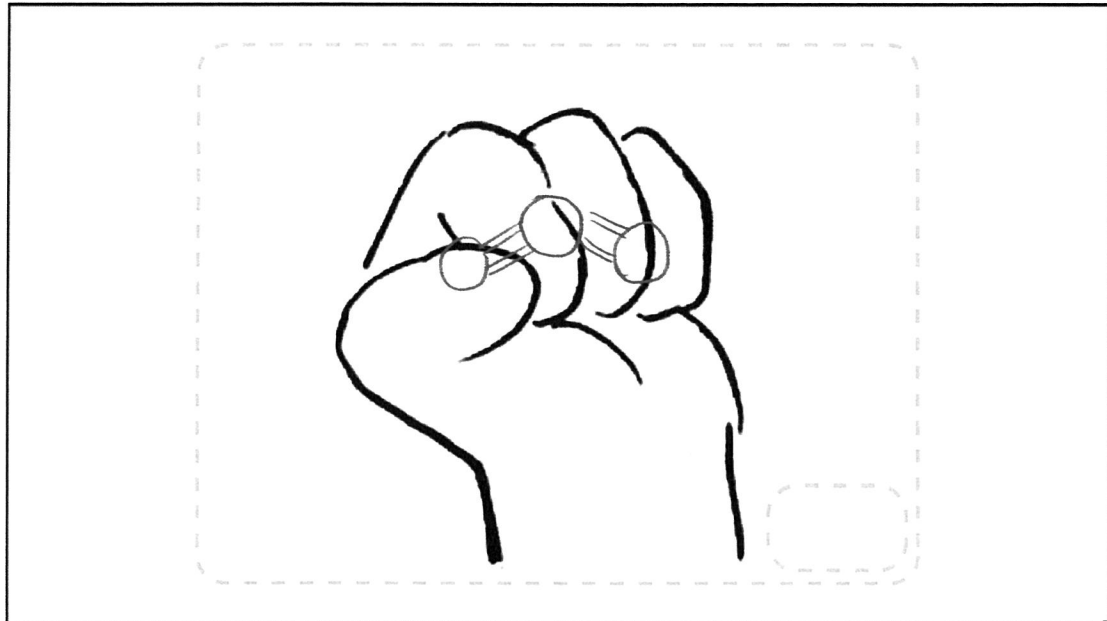


Sc. 158

Pnl. "A"

Bg.

day night

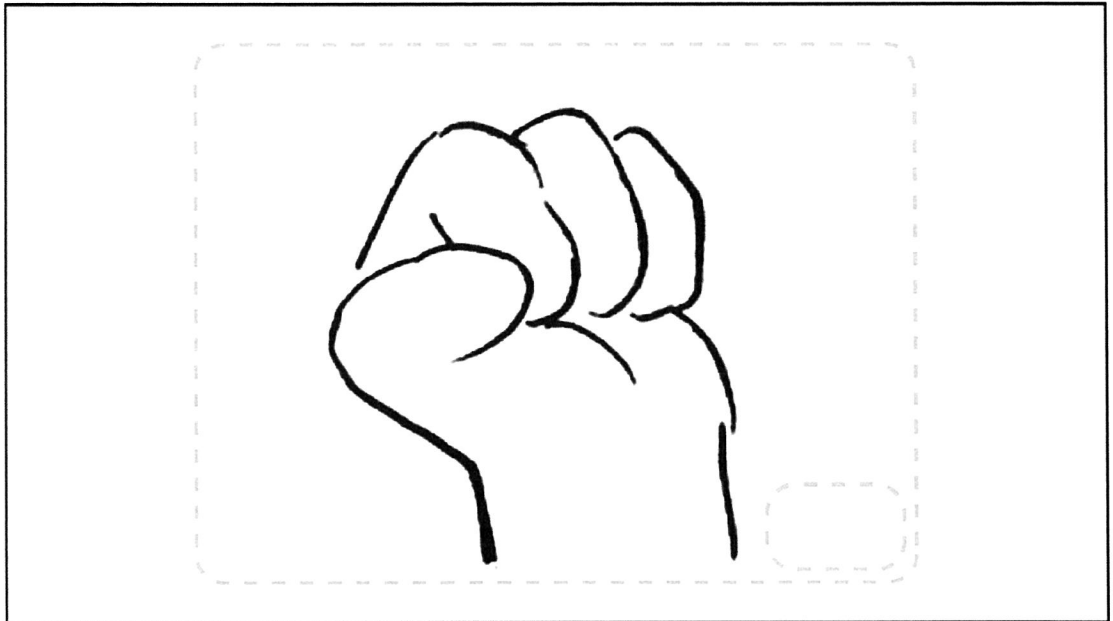


Sc. 158

Pnl. B

Bg.

day night



Dialog:
Action: - DISSOLVE TO PB'S OTHER HAND - STICK MODEL DISSOLVES OFF.
Timing:

EPISODE # 1042-250  
Production :



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# ADVENTURE TIME

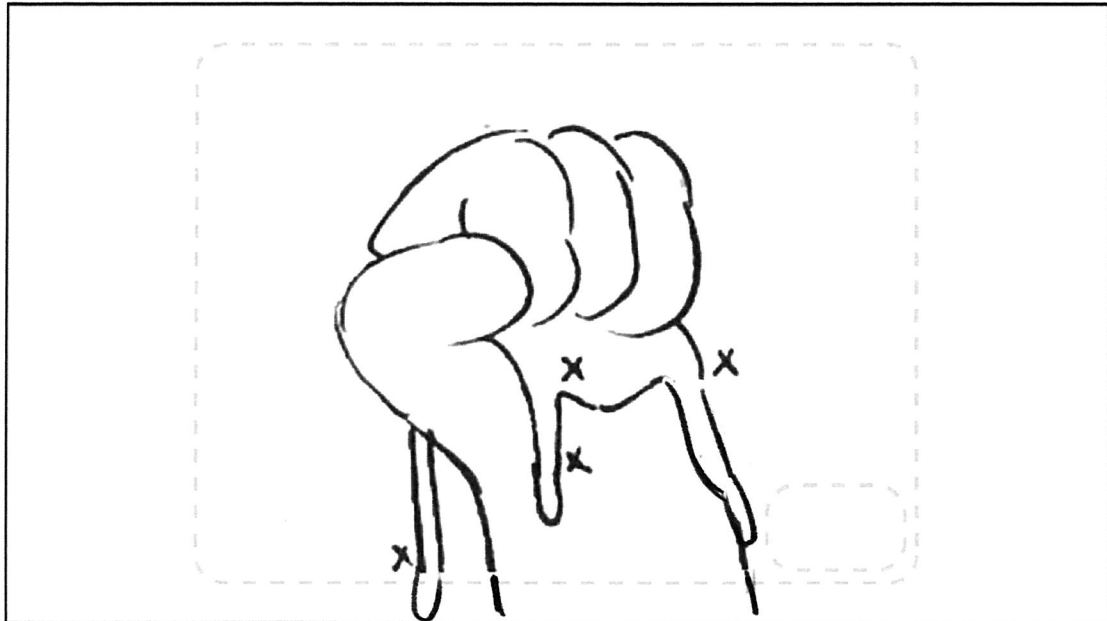


Sc. 158

Pnl. C

Bg.

day night

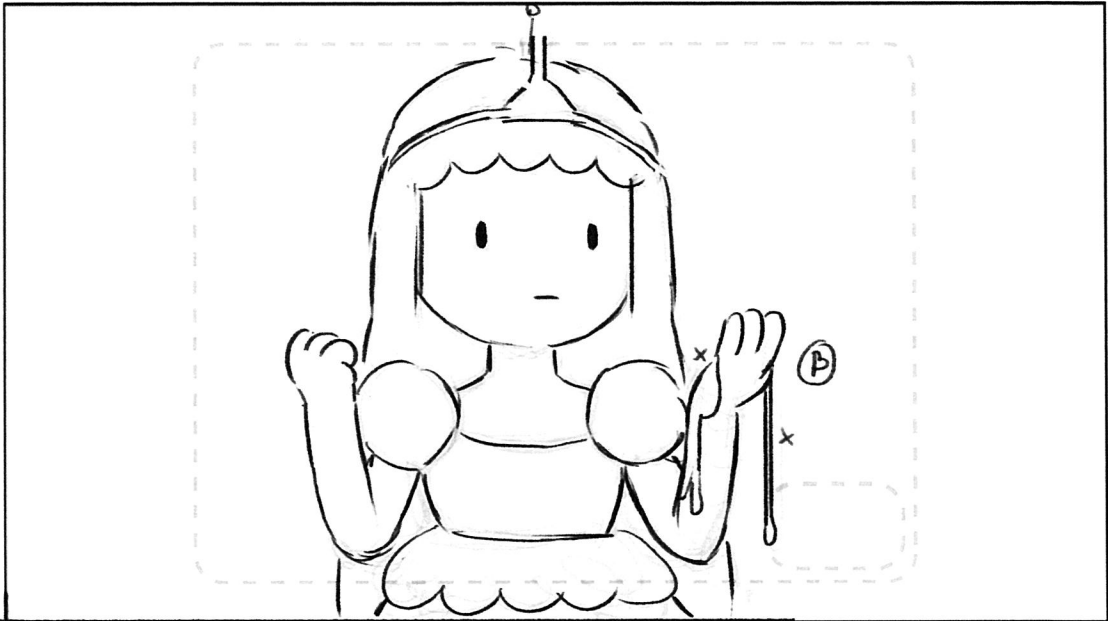



Sc. 159

Pnl. A

Bg.

day night



Dialog:	
Action:	<div>- Sopa Pop oozes out of PB's closed hand.</div> <div>- Soda Pop flows down.</div> <div></div>
Timing:	

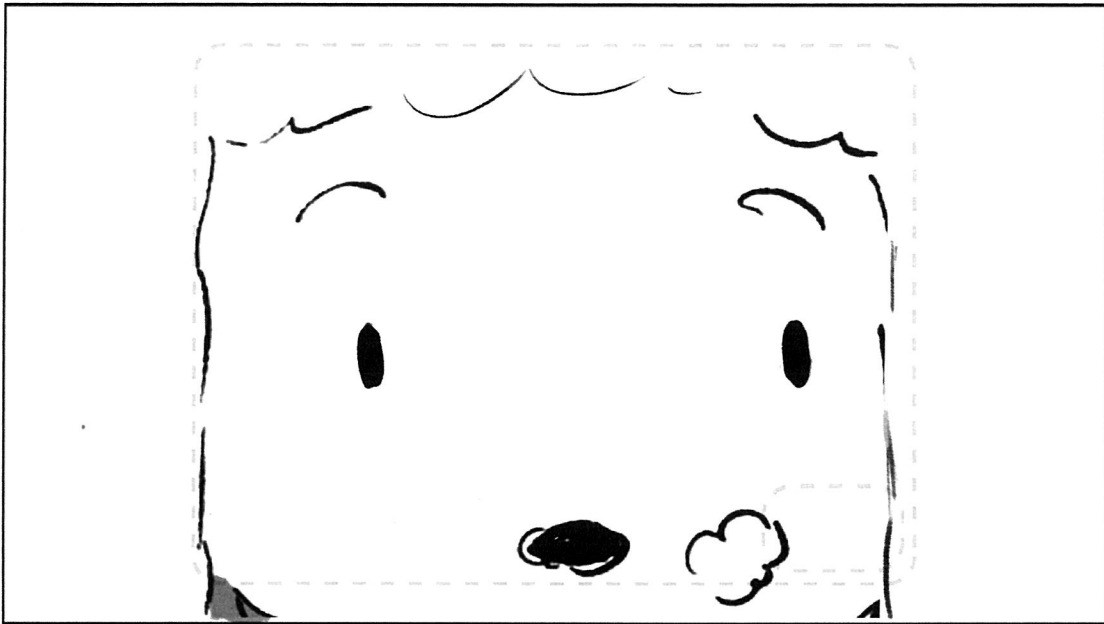
1042-250  
EPISODE #  
Production :

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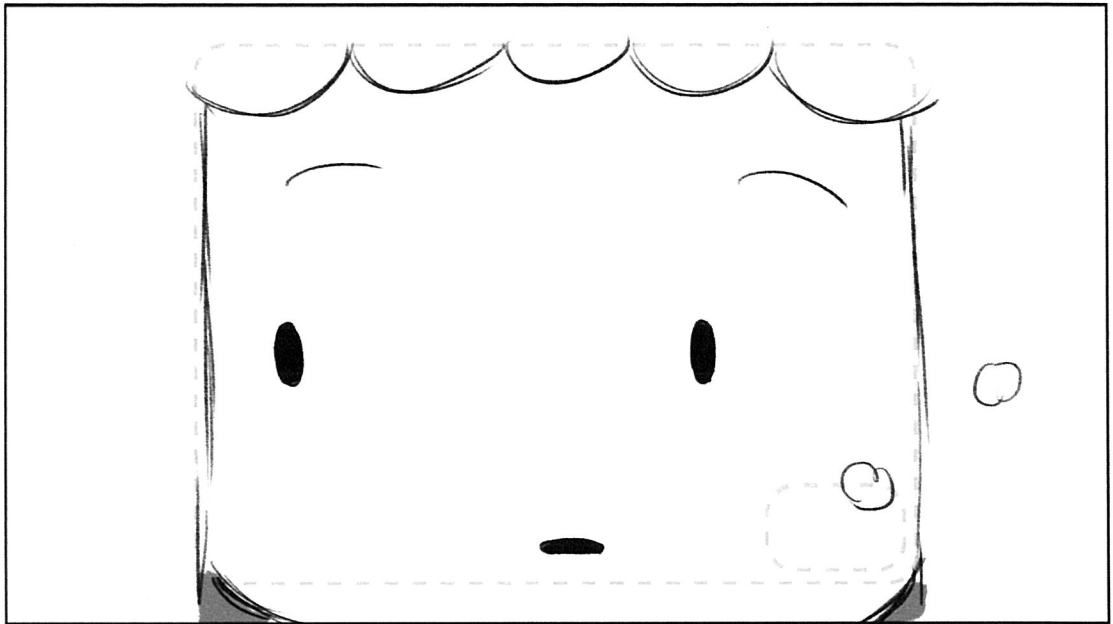
# ADVENTURE TIME



Sc. 160 Pnl. A Bg. day night



Sc. 160 Pnl. B Bg. day night



Dialog:	<u>PO</u> : " GUM ARABIC , , , " <u>PB</u> : " GELATIN , , , "
Action:	
Timing:	

EPISODE # 1042-250  
Production :

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# ADVENTURE TIME

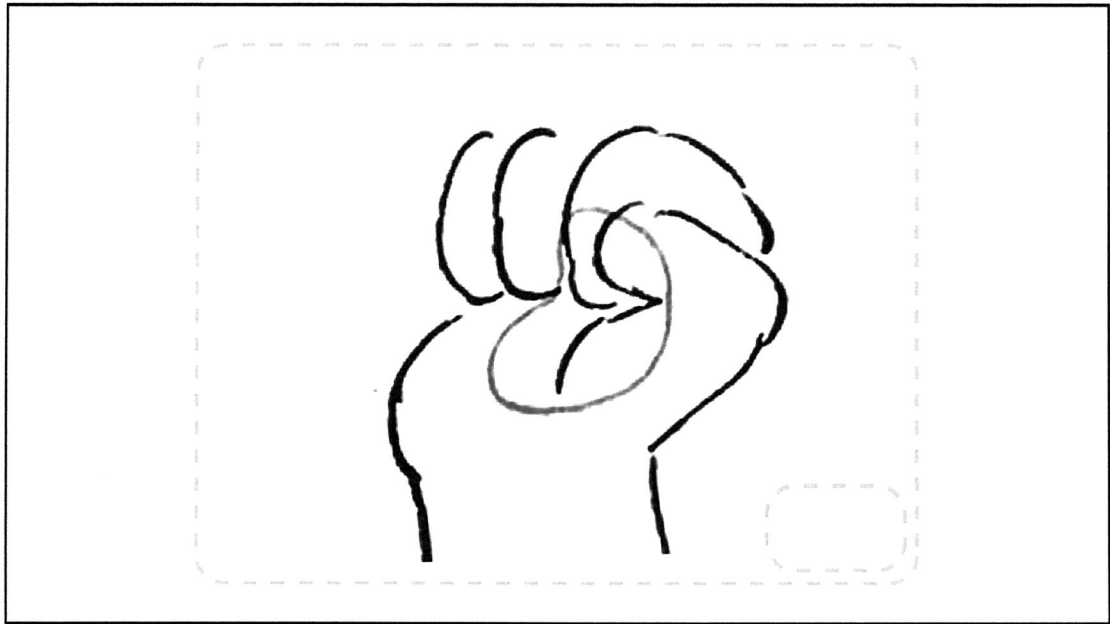


Sc. 161

Pnl. A

Bg.

day night

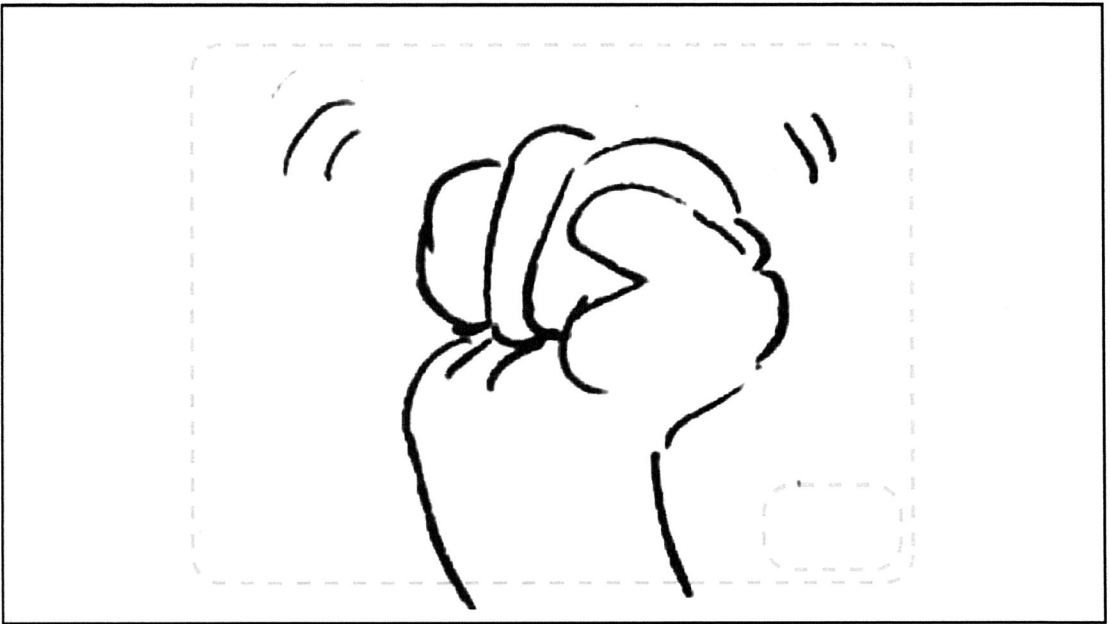


Sc. 161

Pnl. B

Bg.

day night



Dialog:

PB: "POTASSIUM BENZOATE..."

PB:<sup>(o/s)</sup> ADD HEAT AND PRESSURE!

Action:

- PB SQUEEZES FIST.

Timing:

EPISODE # 1042-250  
Production :

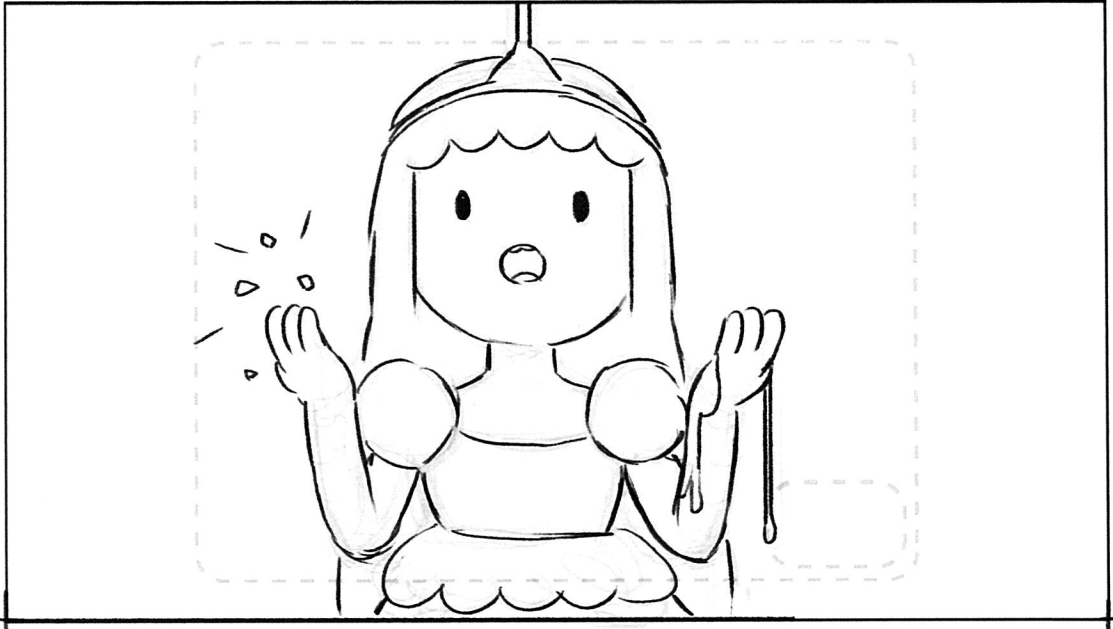
# ADVENTURE TIME



Sc. 161 Pnl. C Bg. day night



Sc. 162 Pnl. A Bg. day night



Dialog:	<p><u>SFX:</u> POP!</p> <p><u>PB:</u> CHATSBERRY - IM WALLING IN MY OWN SHOES !!</p>
Action:	<p>- SCOTCH MINTS APPEAR WHEN PB OPENS HER HAND.</p>
Timing:	

EPISODE # 1042-250  
Production :

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ADVENTURE TIME

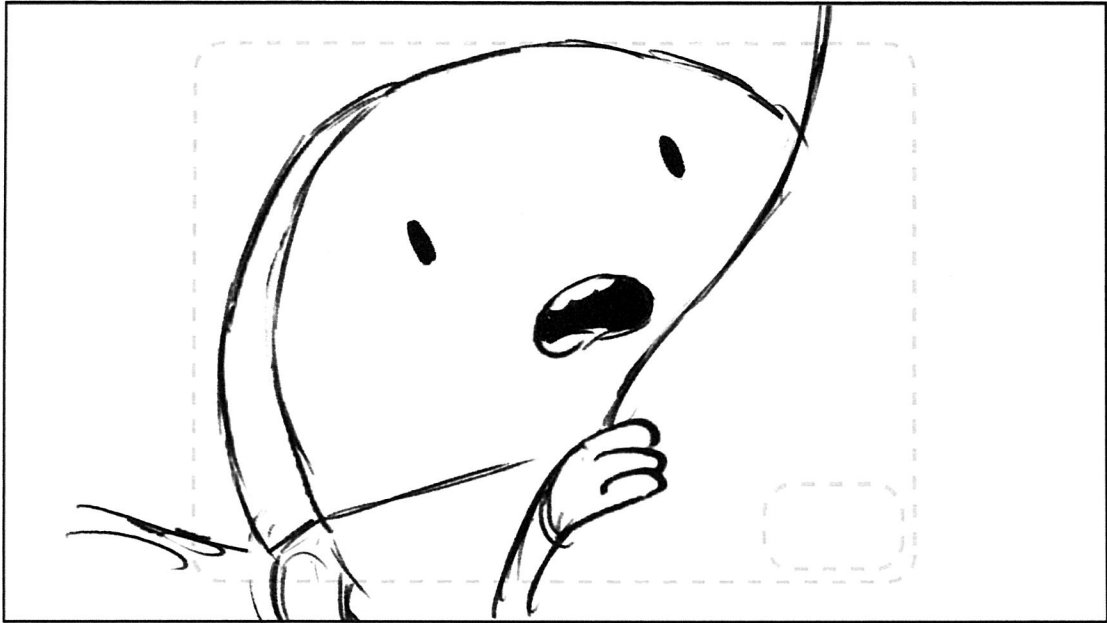


Sc. 163

Pnl. A

Bg.

day night

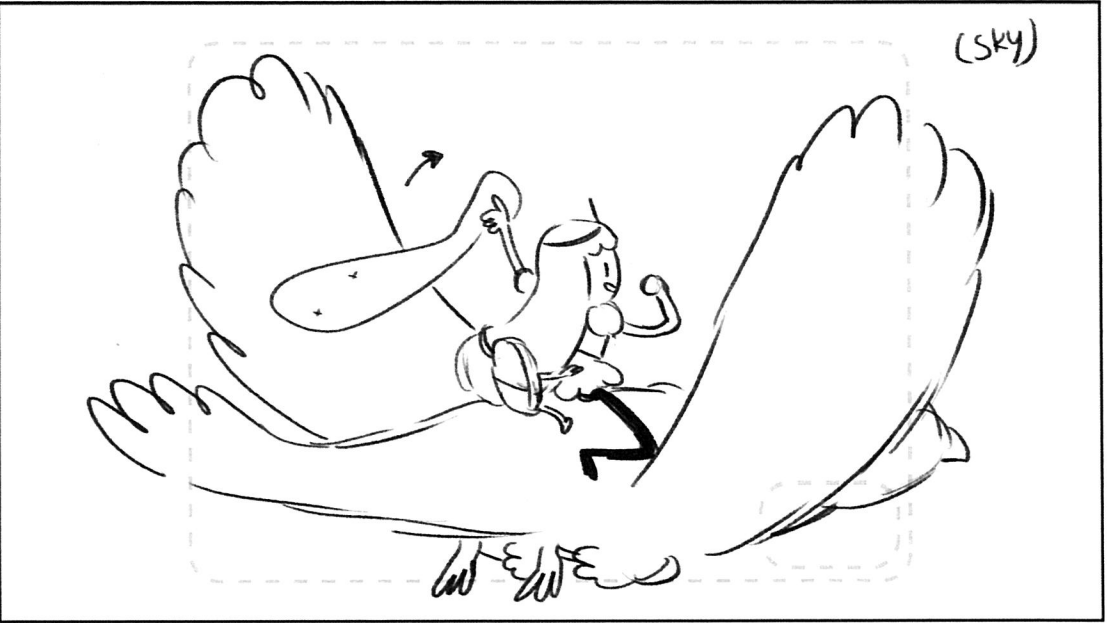


Sc. 164

Pnl. A

Bg.

day night



Dialog:

PEP: WHAT?

PB: LOOK!

Action:

Timing:

1042-250

EPISODE #

Production :

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ADVENTURE TIME



Sc. 164 Pnl. B Bg. day night

Sc. 164 Pnl. C Bg. day night

Dialog:	SFX: * SKSHHH *	SFX: * THP-THP-THP! BOOM! *
Action:	- PB FORMS CLOUD OF SODA POP.	- PB FIRES SCOTCH MINTS AT SODA.
Timing:		

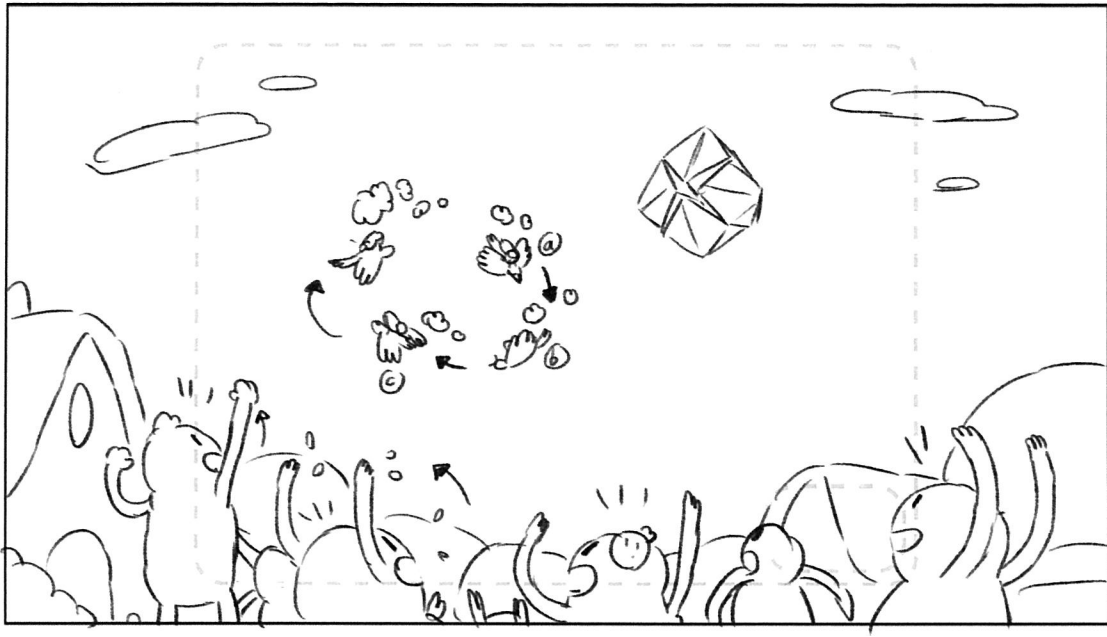
1042-250  
EPISODE #  
Production :

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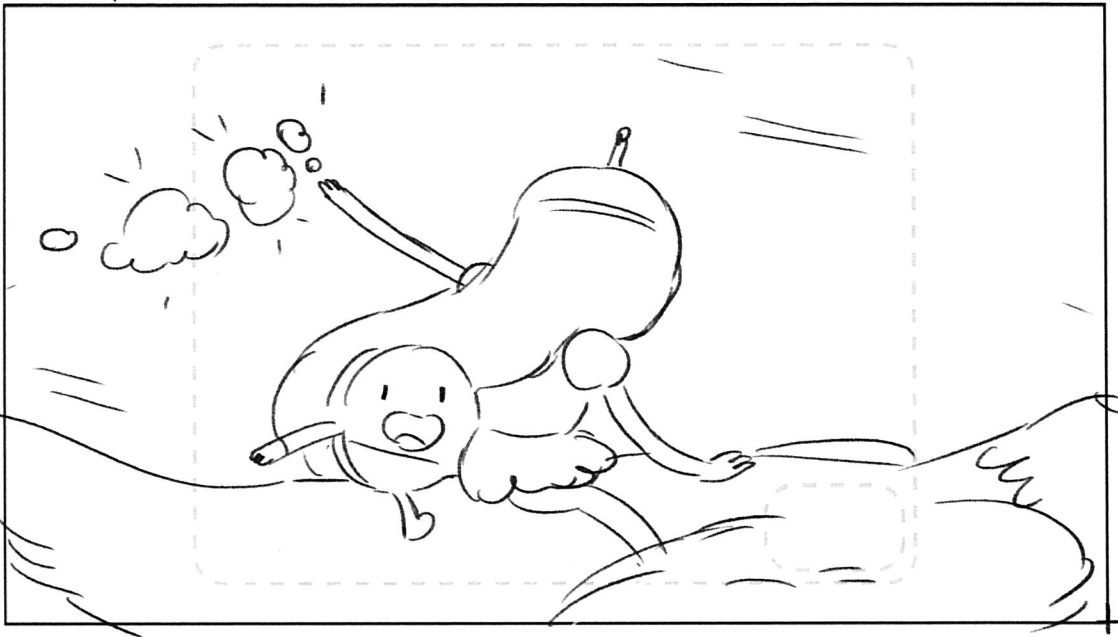
ADVENTURE TIME



Sc. 165 Pnl. A Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog:	<p><u>CROWD</u>: WOOO! BUBBLEGM [CHEERING WALLA]</p>	<p><u>PEP</u>: YOU'RE DOING IT!!</p>
Action:	<p>- PB FLIES IN CIRCLES - EXPLOSIONS.</p>	
Timing:		

EPISODE # 1042-250  
Production :

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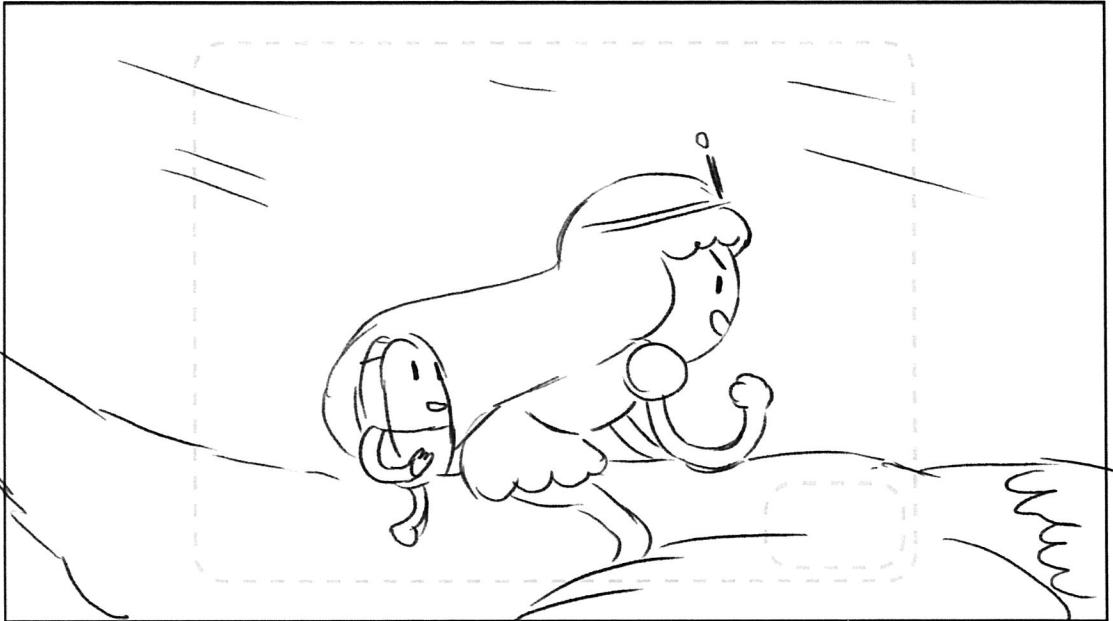
ADVENTURE TIME



Sc. 146 Pnl. B Bg. day night



Sc. 146 Pnl. C Bg. day night



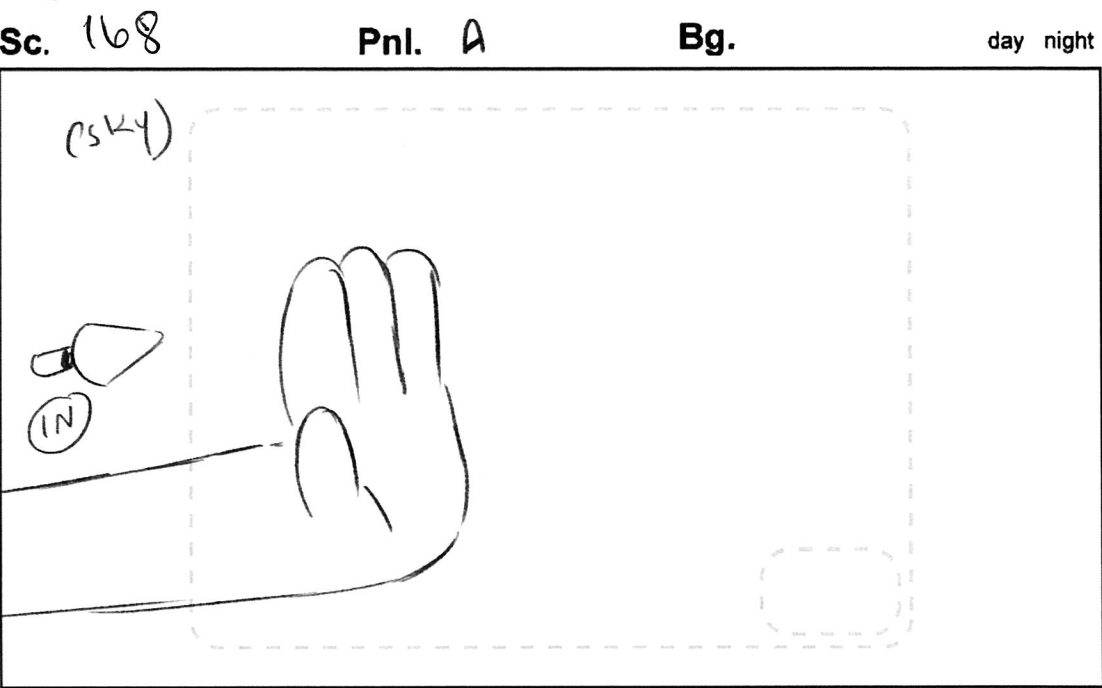
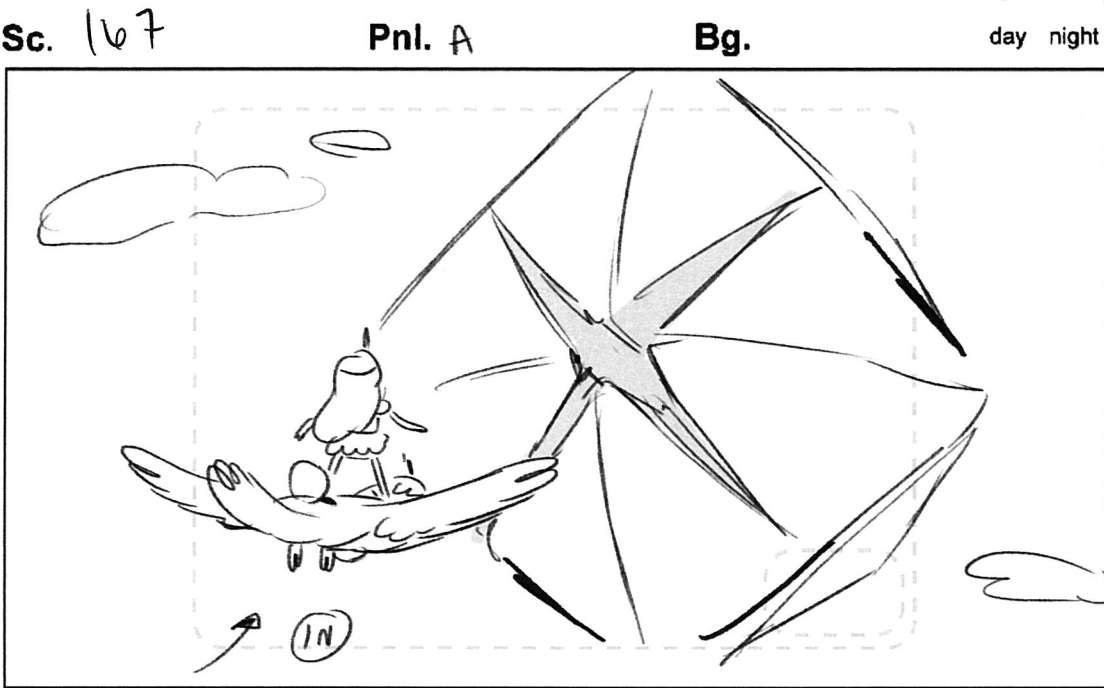
Dialog:	PEP: YOU'RE BLOWING THEIR FREAKIN' MINDS!	PB: NOW LET'S BLOW --
Action:		
Timing:		

1042-250  
EPISODE #  
Production :



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ADVENTURE TIME



Dialog:	PB: <u>HIS</u> MIND!	
Action:	- PB FLIES ON/S.	- PB'S HAND COMES ON/S.
Timing:		

EPISODE # 1042-250  
Production :

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# ADVENTURE TIME

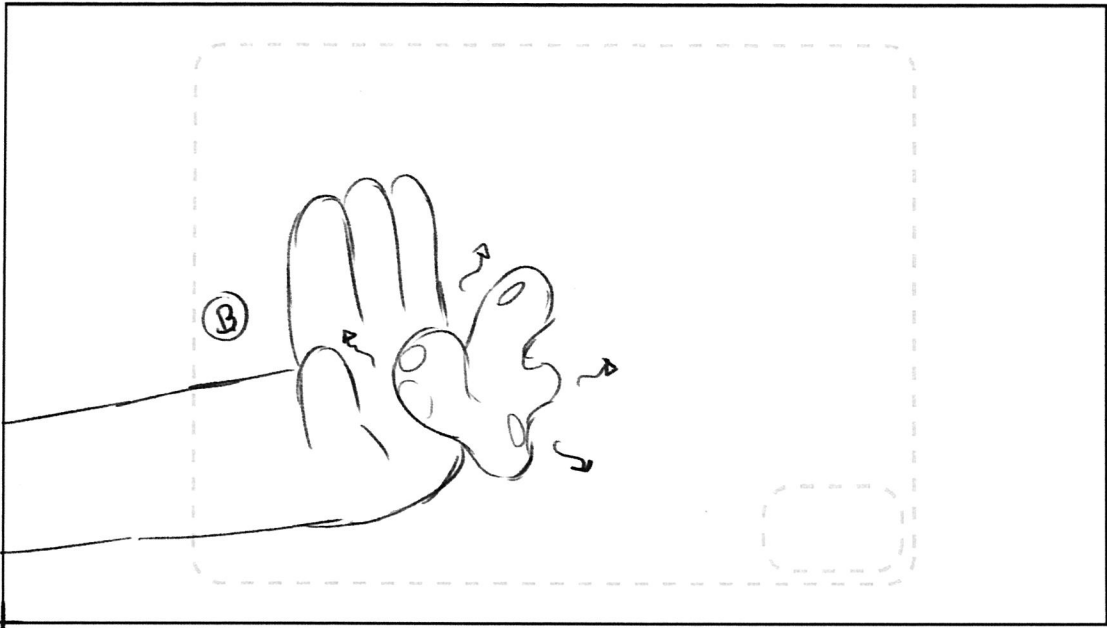


Sc. 168

Pnl. B

Bg.

day night

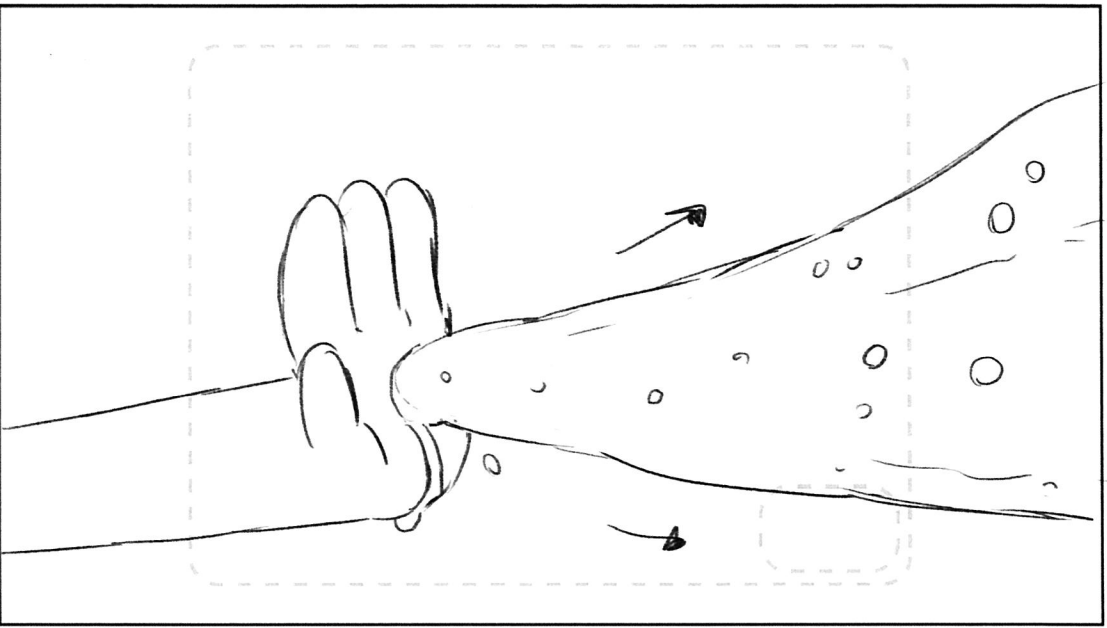


Sc. 168

Pnl. C

Bg.

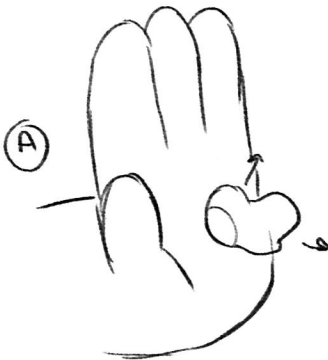
day night



Dialog:

SFX: \* SK SHHHH ! \*

Action:



- the soda  
squiggle a bit

- SODA JET SHOOTS OFF/S.

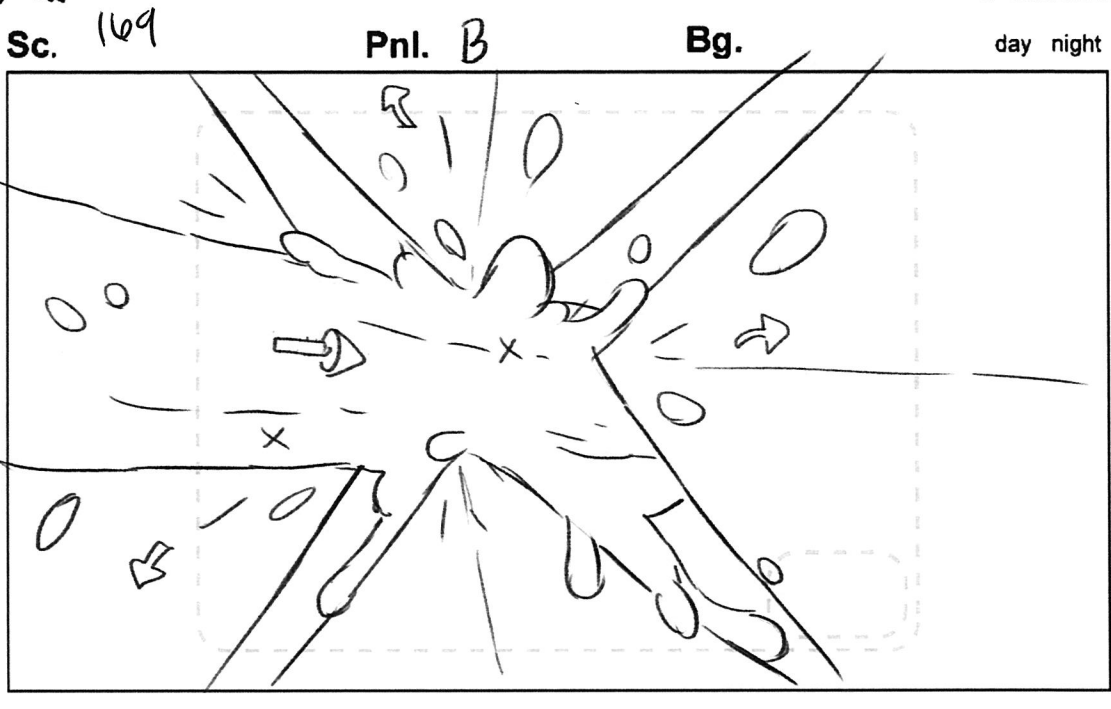
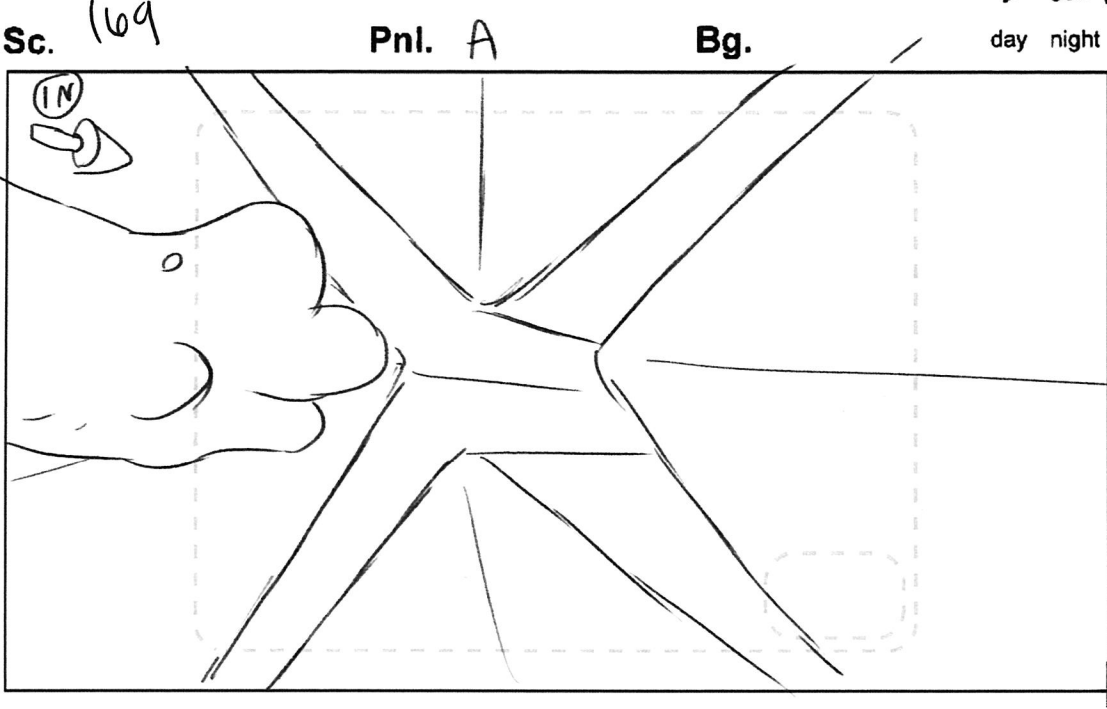
Timing:

EPISODE # 1042-250

Production :

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ADVENTURE TIME



Dialog:	SFX: * SPSHHH!! *
Action:	- SODA SHOOTS INTO CENTER OF FORTUNE TELLER.
Timing:	

EPISODE # 1042-250  
Production :

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# ADVENTURE TIME

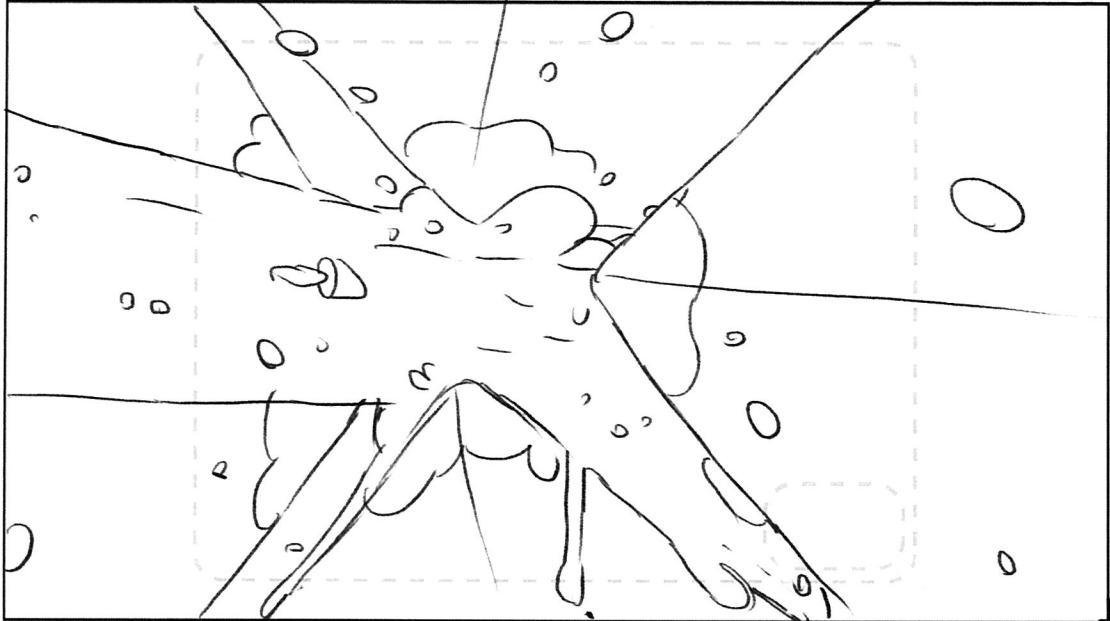


Sc. 169

Pnl. C

Bg.

day night

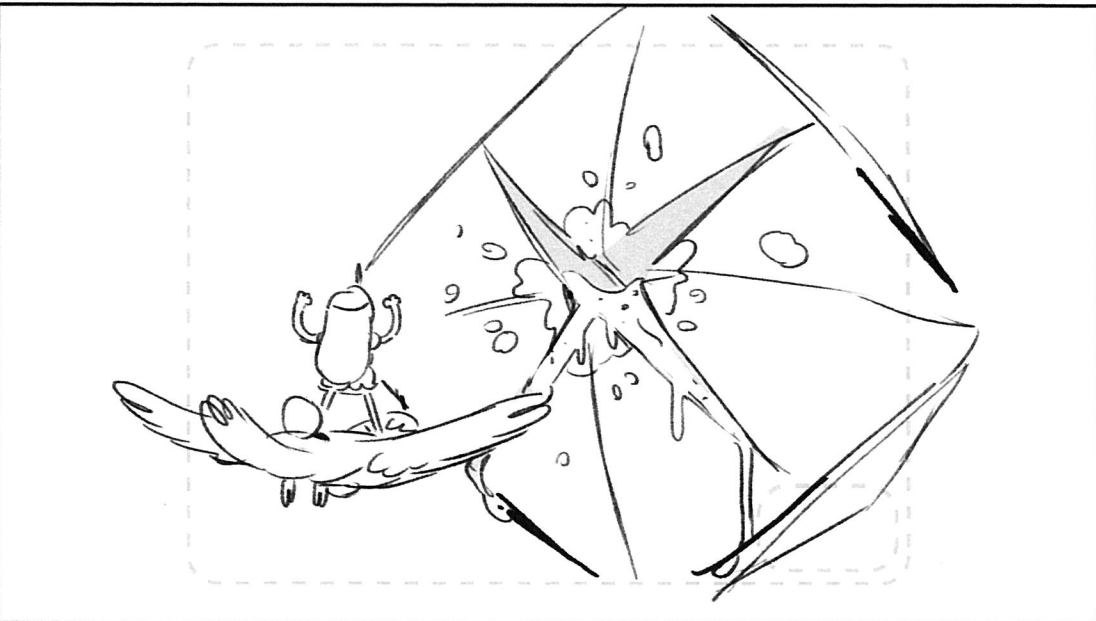


Sc. 170

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

PB :

+ end pose

1042-251

EPISODE #

Production :

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ADVENTURE TIME



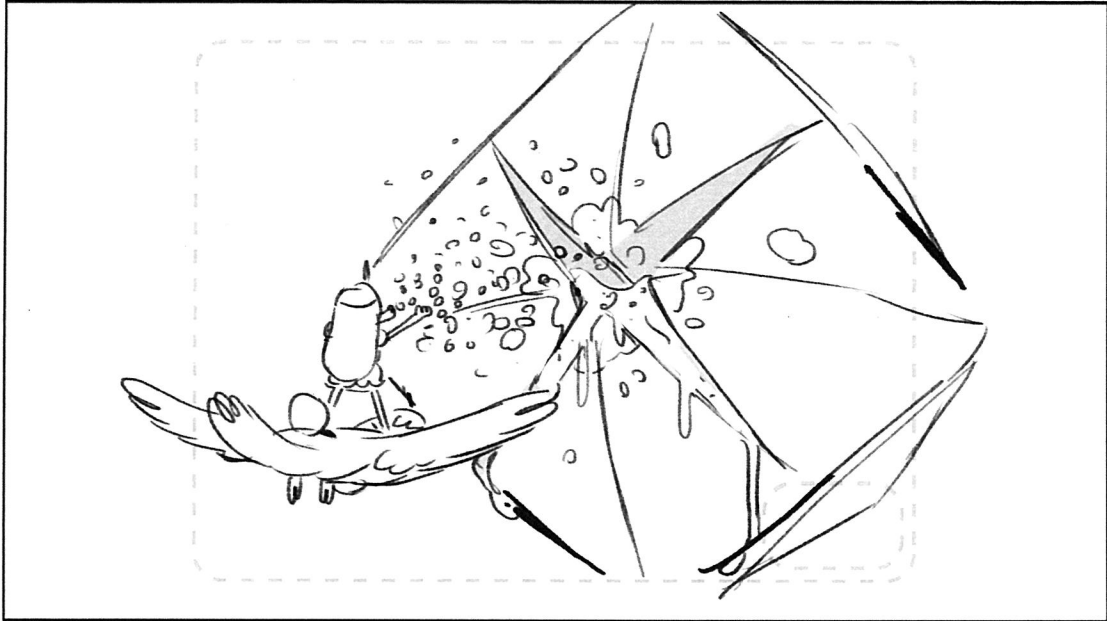
je 274

Sc. 170

Pnl. B

Bg.

day night



Sc. 170

Pnl. C

day night



Dialog:		SFX: BOOOOOOM!	
SFX: * FT-FT- FT-FT-FT-FT *			
Action:	- PB FIRES SCOTCH MINTS AT CENTER OF F.T.		- FORTUNE TELLER EXPLODES.
Timing:		profile?	- SILHOUETTE OF PATIENCE WITHIN EXPLOSION.

1042-251  
EPISODE #  
Production :

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# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 171 Pnl. A Bg. day night

Dialog:
Action: <div>- F.T. SHATTERS INTO CLOUD OF GLITTERING DUST.</div>
Timing:

EPISODE #

1042-250

Production :

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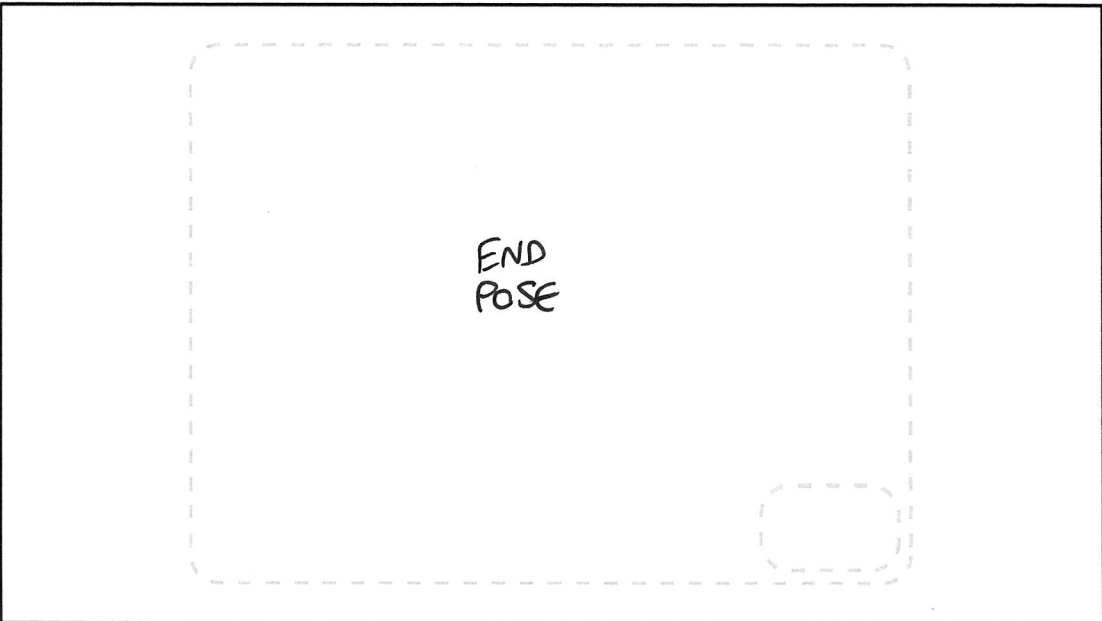
ADVENTURE TIME



Sc. 171 Pnl. B Bg. day night



Sc. 171 Pnl. D Bg. day night



Dialog:
Action: - FRAGMENTS AND DUST CLOUD FALL TO THE GROUND. - CLOUD OF SMOKE/DUST RISES.
Timing:

1042-251  
EPISODE #  
Production :

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# ADVENTURE TIME

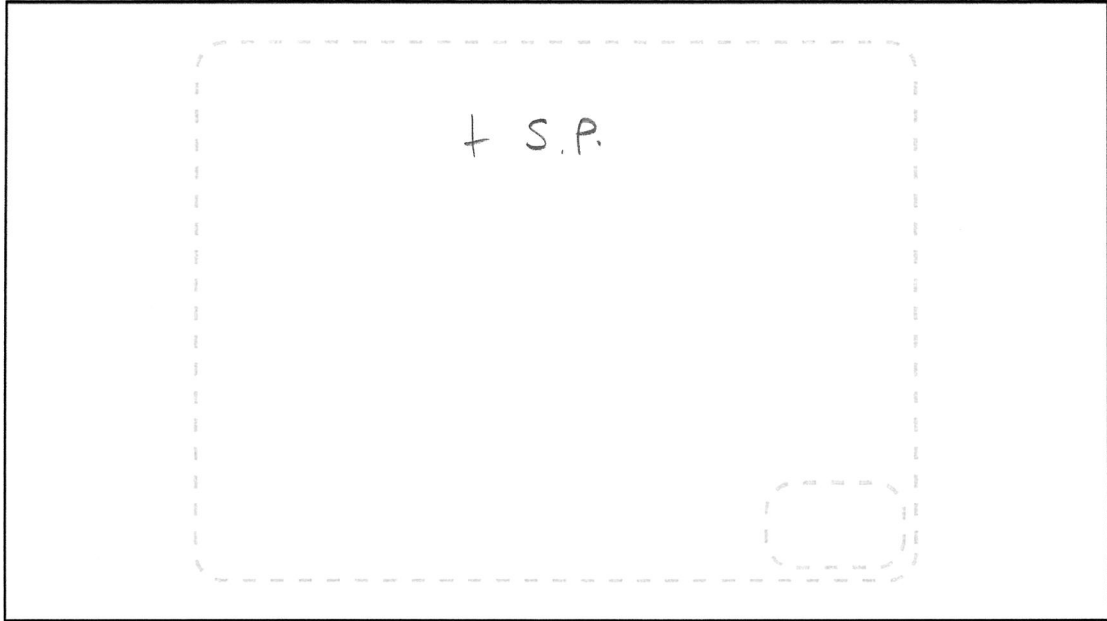


Sc. 172

Pnl. A

Bg.

day night



Sc.

172

Pnl. B

Bg.

day night



Dialog:	PB: Haha, yes!
Action:	
Timing:	

EPISODE # 1042-250

Production :



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# ADVENTURE TIME



Sc. 172

Pnl. C

Bg.

day night

Sc. 173

Pnl. A

Bg.

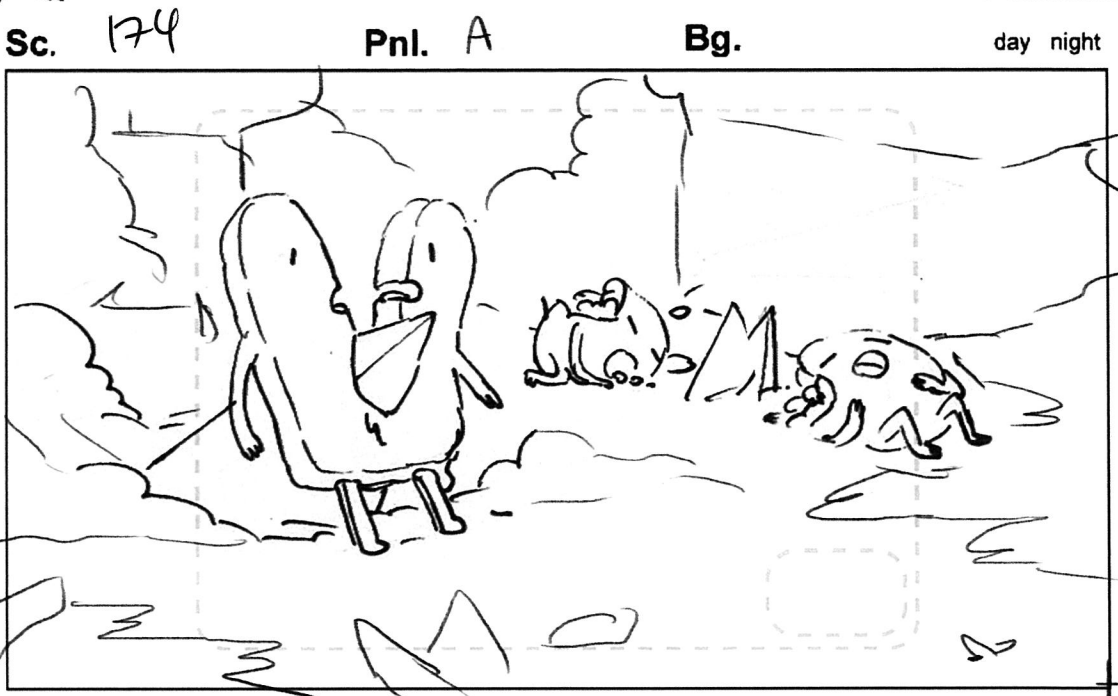
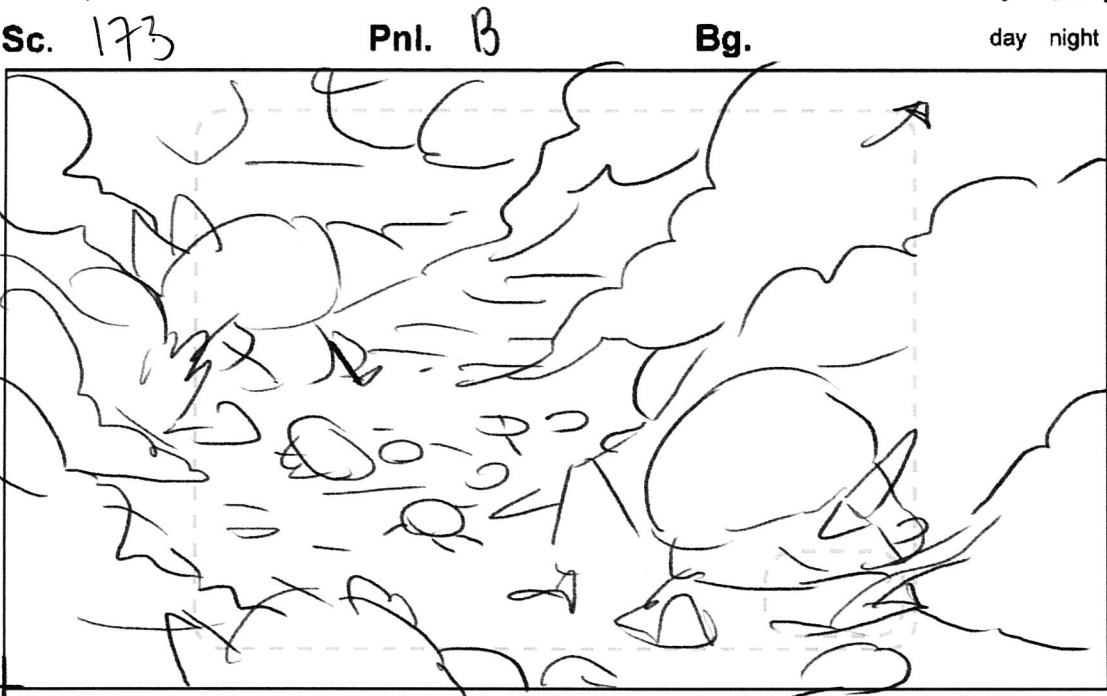
day night

Dialog:	<p>PB: BUBBLEGUM SAVED THE DAY!!</p>
Action:	<p>(mostly smoke)</p>
Timing:	

EPISODE # 1042-251  
Production :

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ADVENTURE TIME

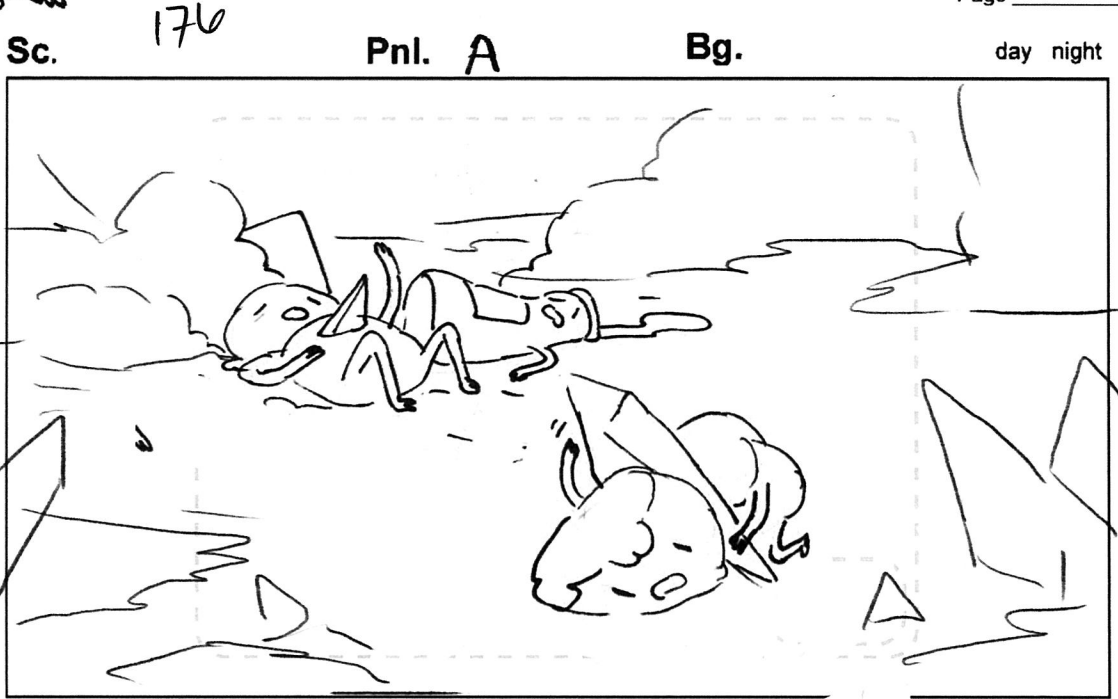
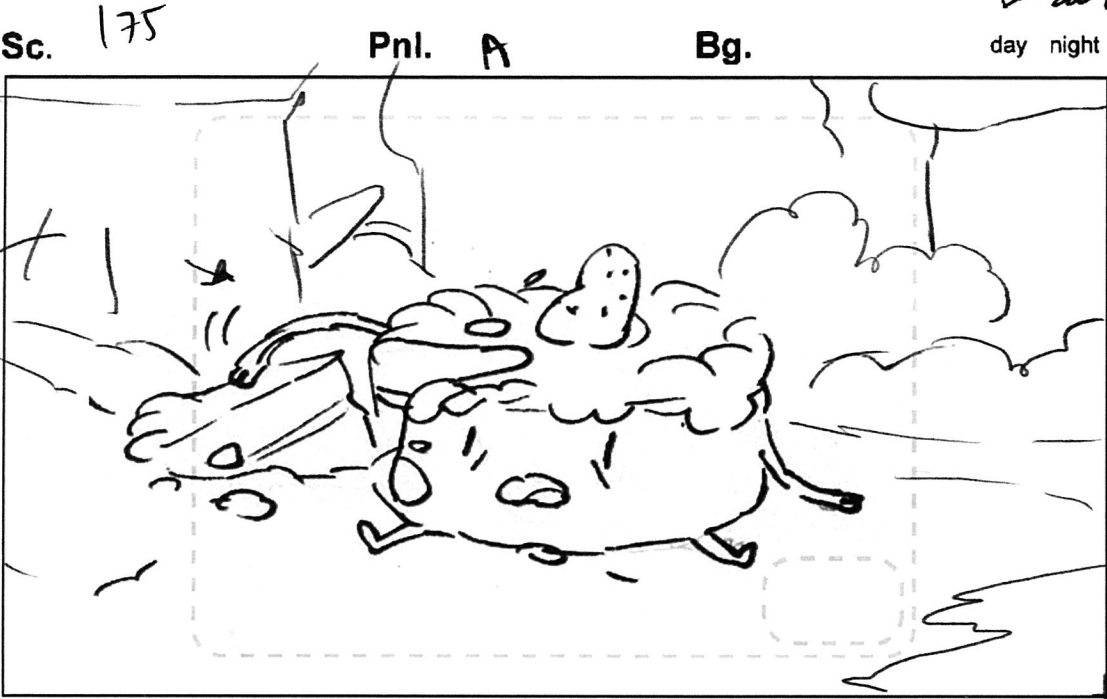


Dialog:	POPSICLE: SO... COLD ....
Action:	- smoke clears to reveal broken houses, street, CANDY PEOPLE - SPLIT POPSICLE.
Timing:	

1042-251  
EPISODE #  
Production :

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ADVENTURE TIME



Dialog:	SFX: * THP-THP-THP*	CANDY PEOPLE: (MOANING)
Action:	- CAKE PULLS AT MISSING SLICE.	
Timing:		

EPISODE # 1042-250  
Production :

ADVENTURE TIME



Sc. 177 Pnl. A Bg. day night

Sc. 177 Pnl. B Bg. day night

Dialog:
<p>PB: OH NO!</p>
Action:
Timing:

EPISODE # 1042-251

Production :

ADVENTURE TIME

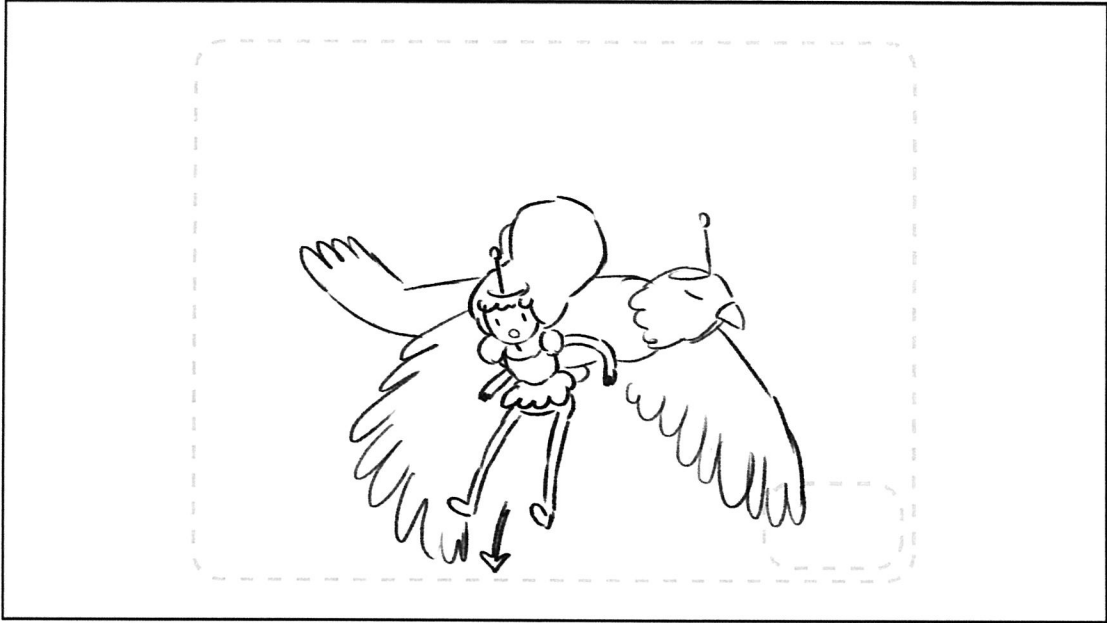


Sc. 177

Pnl. C

Bg.

day night

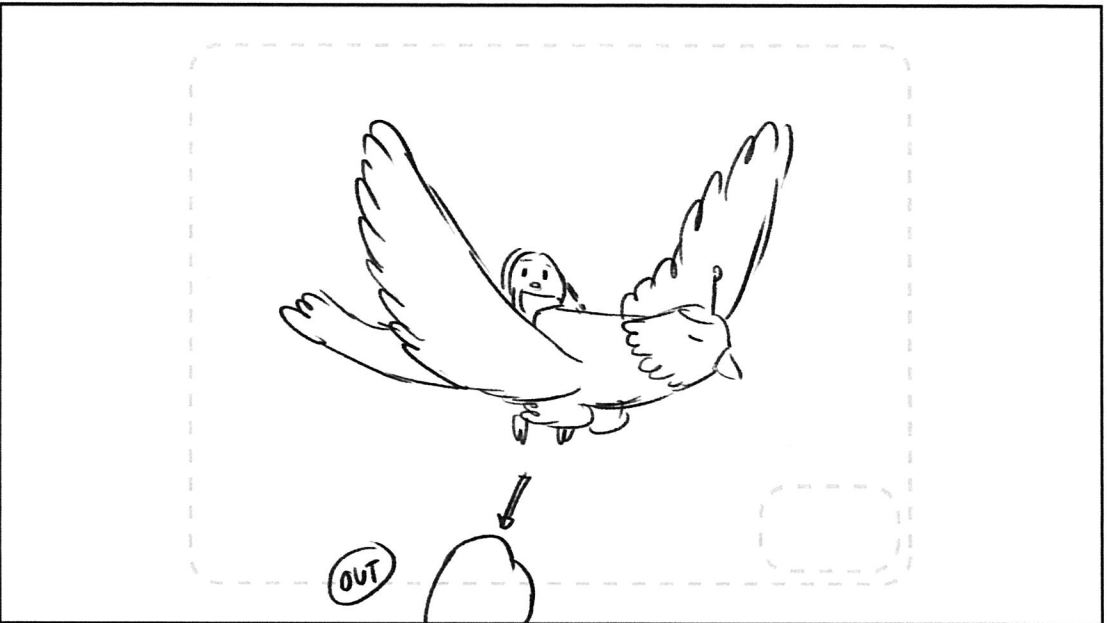


Sc. 177

Pnl. D

Bg.

day night



Dialog:

PEP : umm... PRINCESS ?

Action:

- PB SLIDES OFF OF EAGLE AND FALLS OFF/S.

Timing:

1042-251

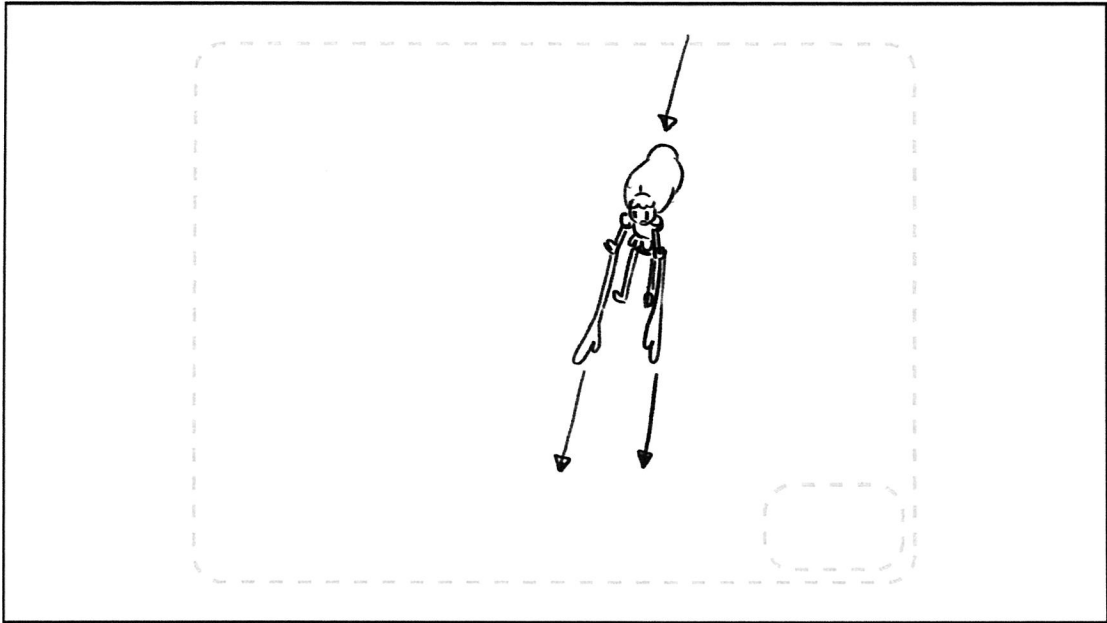
EPISODE #

Production :

# ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night



Dialog:

Sfx: \* SKSHH \*

Action:

-PB SHOTS TWO  
SODA JETS

Timing:

camera  
follow soda →

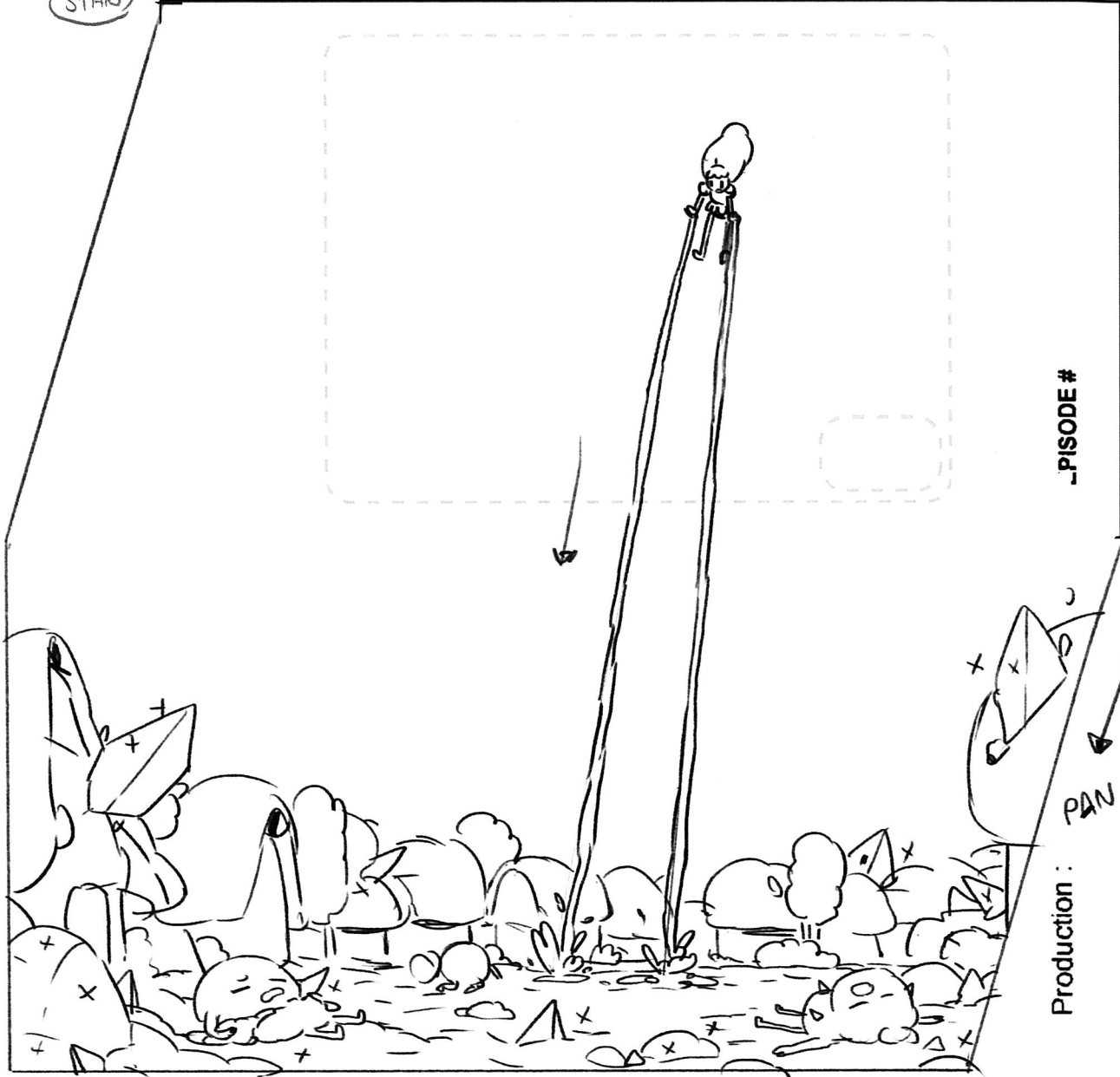


(AI)

STOP

Sc. 178 Pnl. B Bg. day night

START



\_PISODE #

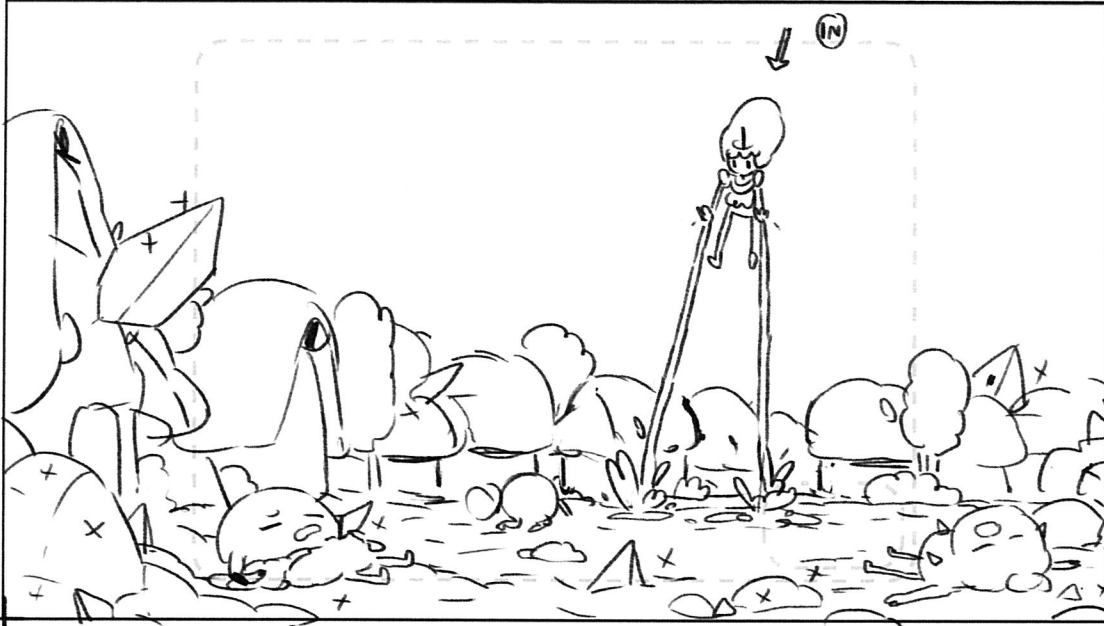
Production :

1042-250

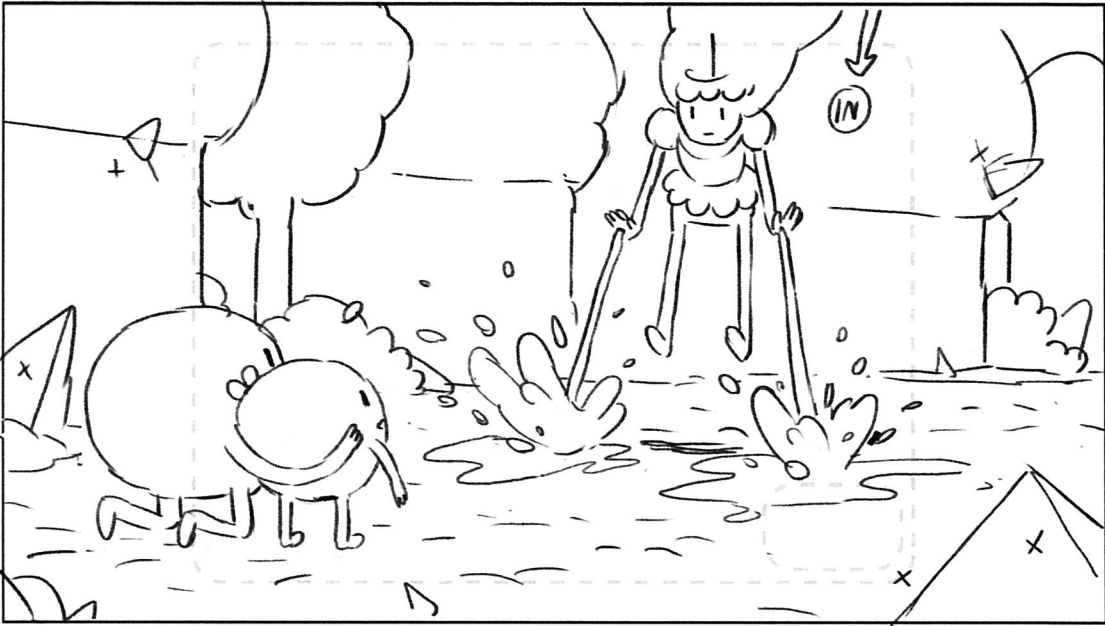
ADVENTURE TIME



Sc. 178 Pnl. C Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog:

Action:

-JETS SLOW PB'S DESCENT  
AS SHE COMES AN/S.

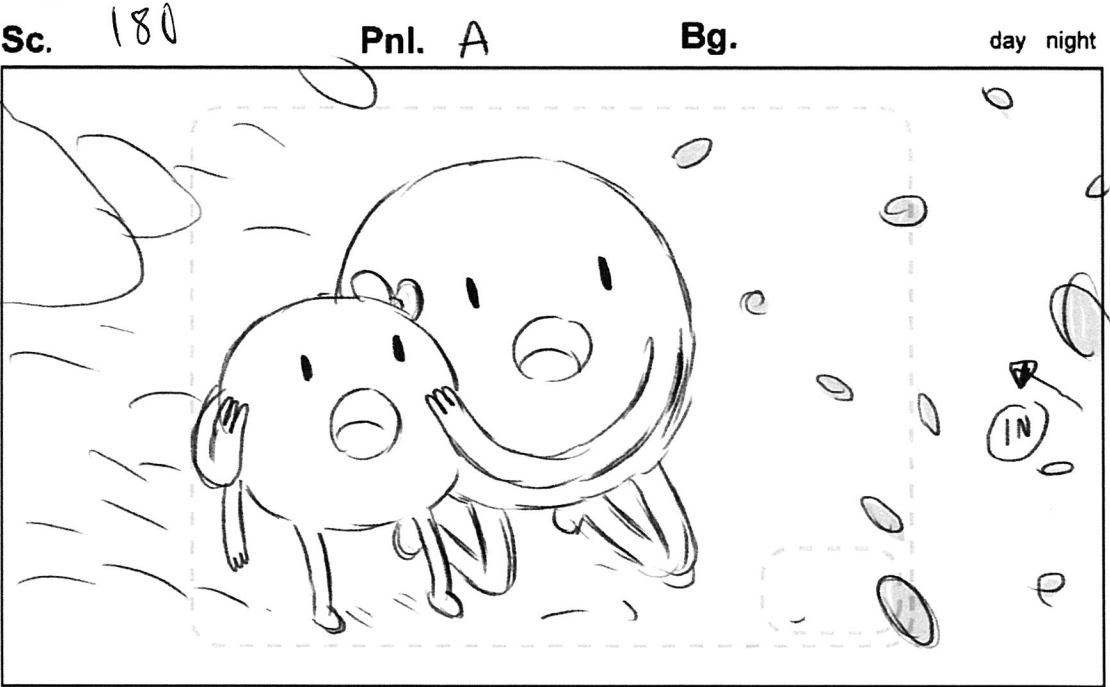
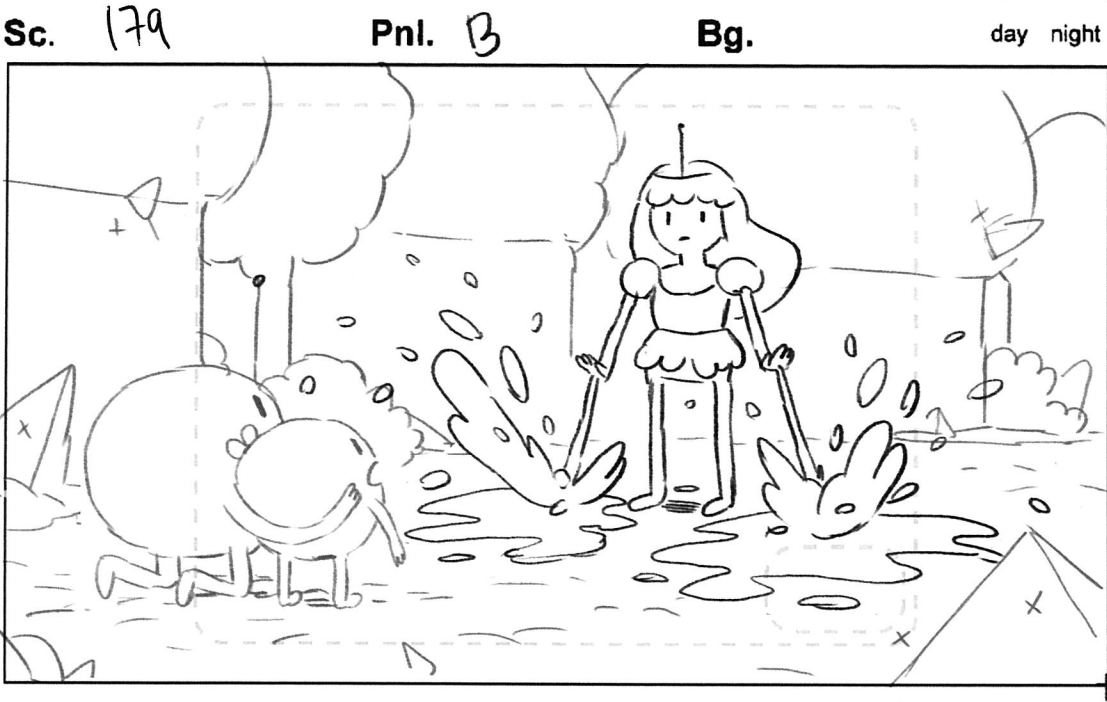
Timing:

ADVENTURE TIME



NO  
P.286

Page 285



Dialog:	SFX: * SKSHH! *	CANDY PEOPLE/	AAAH!!
Action:	-PB LANDS	CANDY KID#1	
Timing:	-CANDY PEOPLE LOOK AT SODA JETS.		

1042-251

EPISODE #

Production :



ADVENTURE TIME



NO  
SC. 181

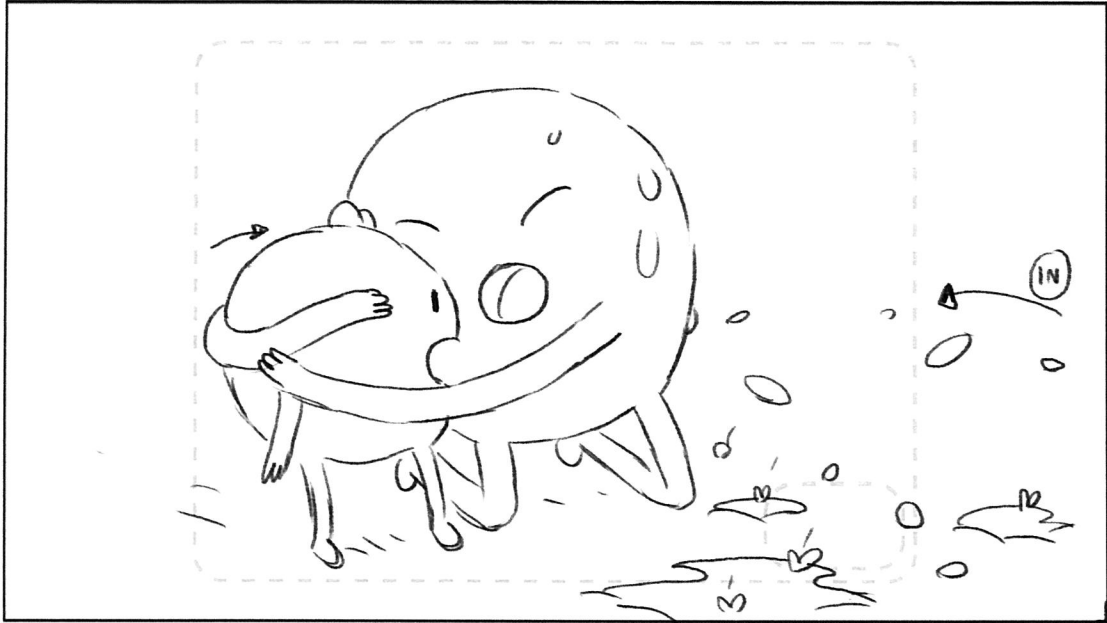
NO  
P. 286

Sc. 180

Pnl. B

Bg.

day night

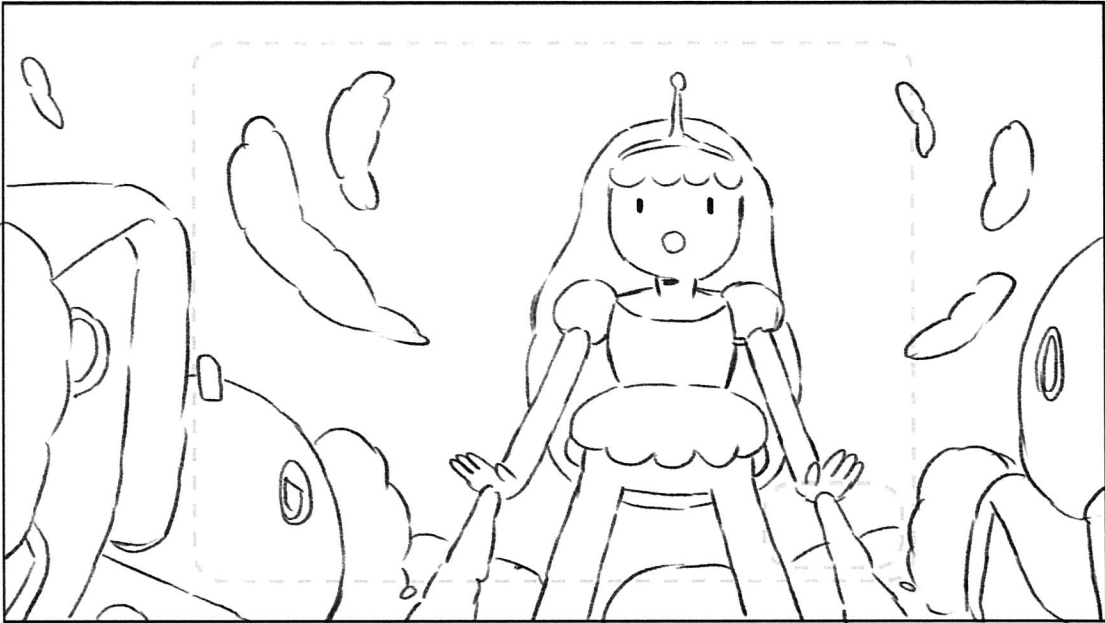


Sc. 182

Pnl. A

Bg.

day night



Dialog:	CANDY KID#1 : NO MORE BOOM!	PB: IT'S JUST SODA...
Action:		
Timing:		

1042-251

EPISODE #

Production :

ADVENTURE TIME

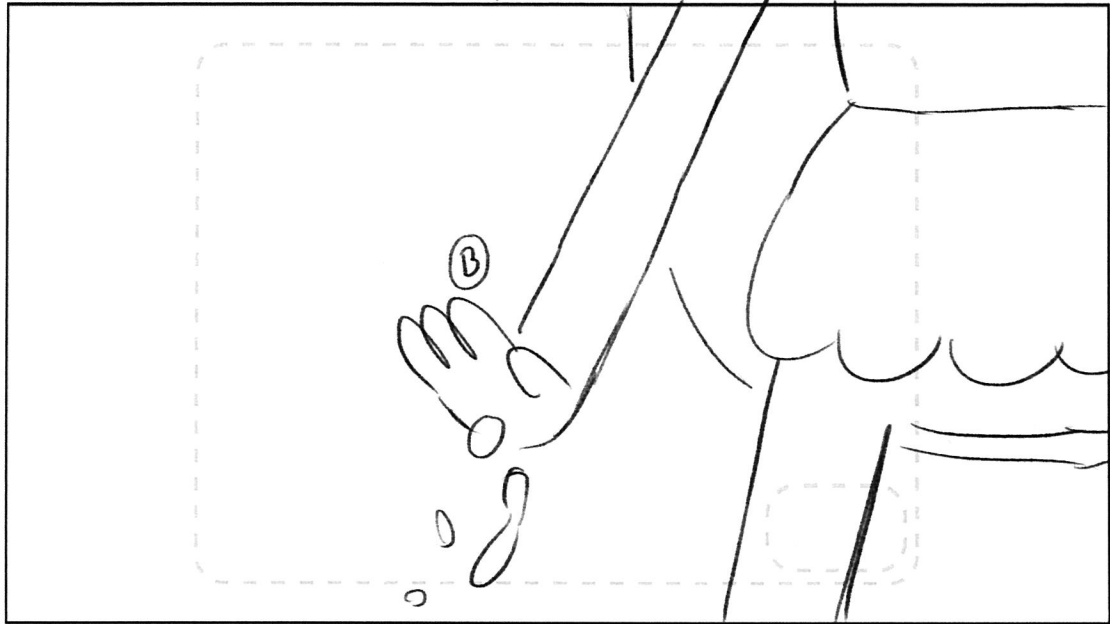


Sc. 183

Pnl. A

Bg.

day night

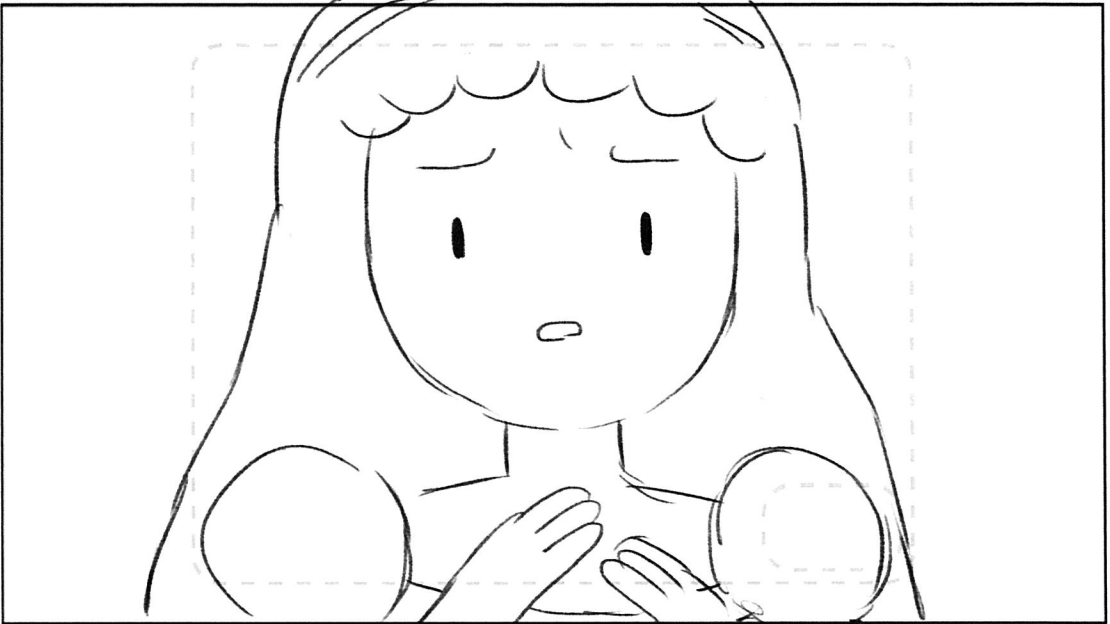


Sc. 183

Pnl. B

Bg.

day night



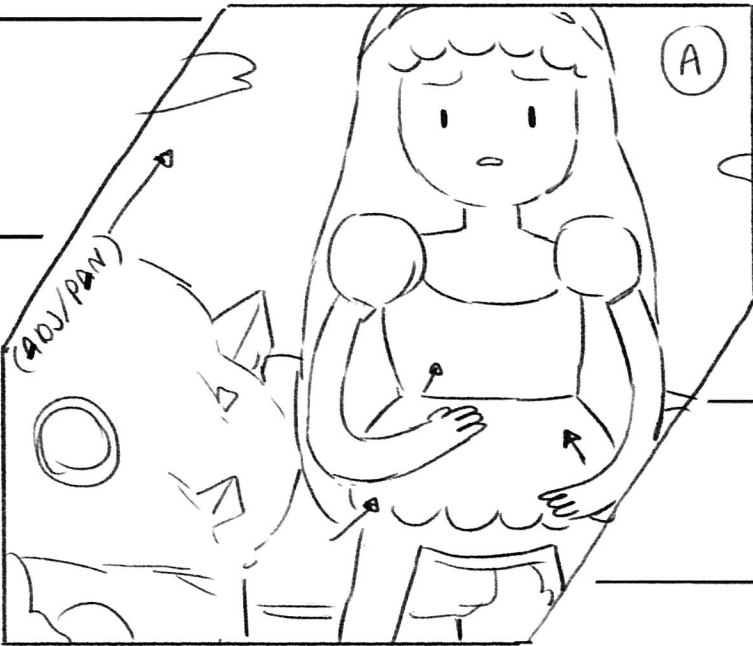
Dialog:

PB: I'm... I'm -

Action:

- SODA  
DISSIPATES.

Timing:



PB: - SORRY.

- PAN UP TO PB'S FACE.

EPISODE #

Production :

1042-251

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# ADVENTURE TIME

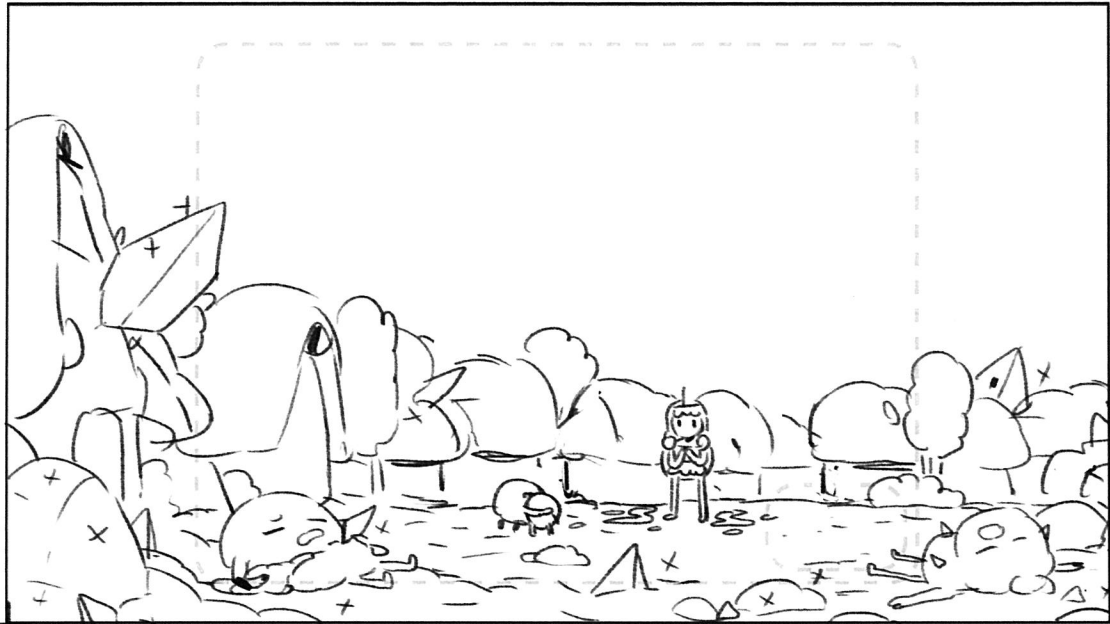


Sc. 184

Pnl. A

Bg.

day night

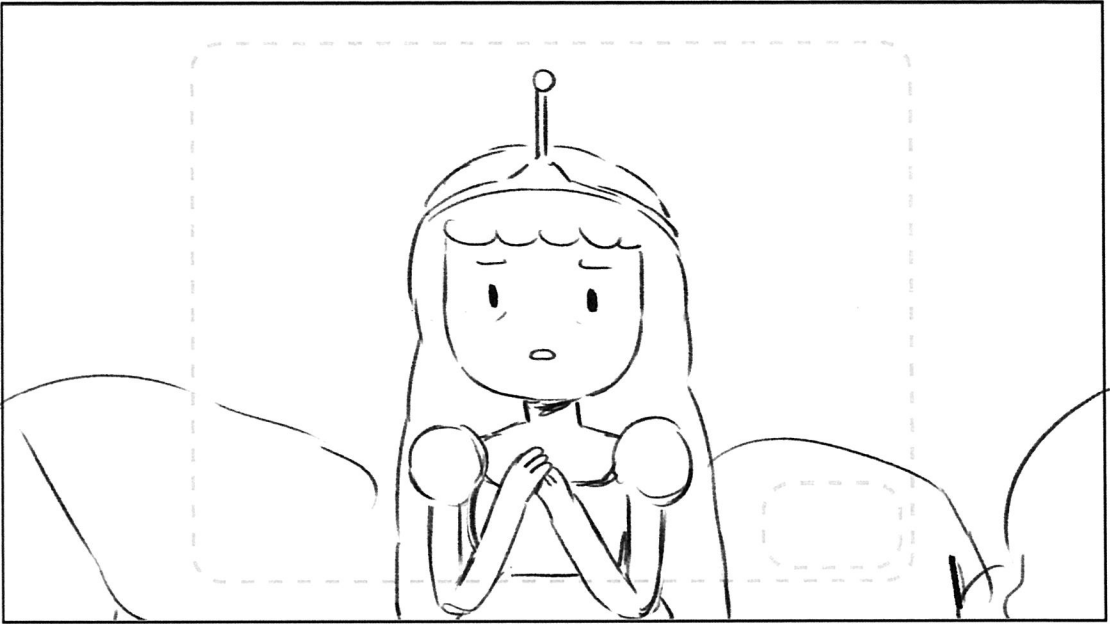


Sc. 185

Pnl. A

Bg.

day night



Dialog:

CANDY PEOPLE : [ QUIET GROANING ]

Action:

Timing:

1042-251

EPISODE #

Production :

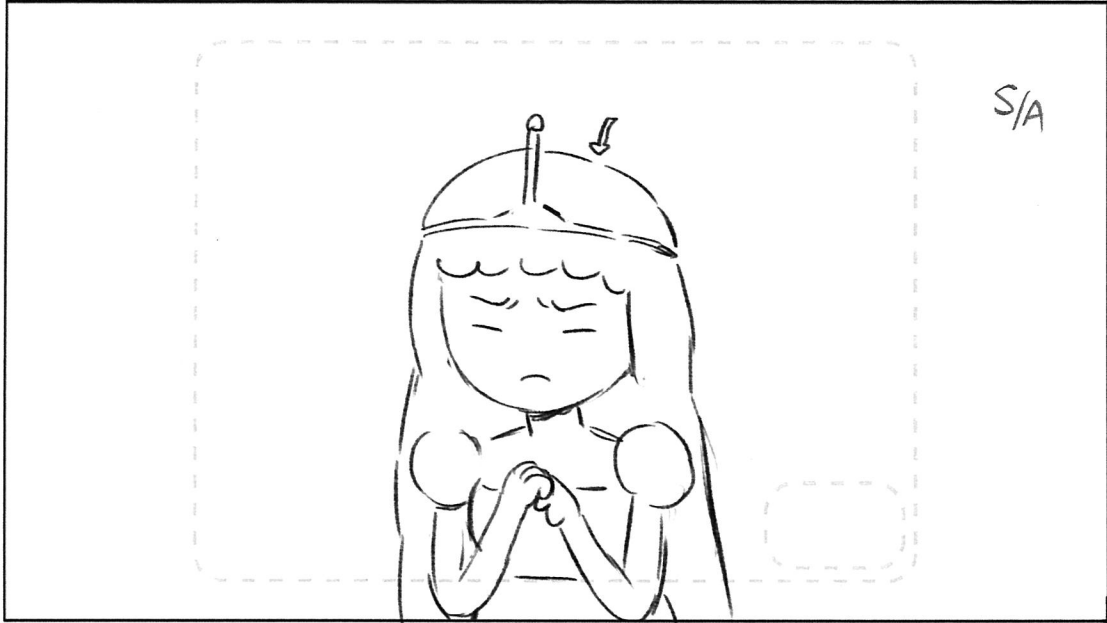
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# ADVENTURE TIME

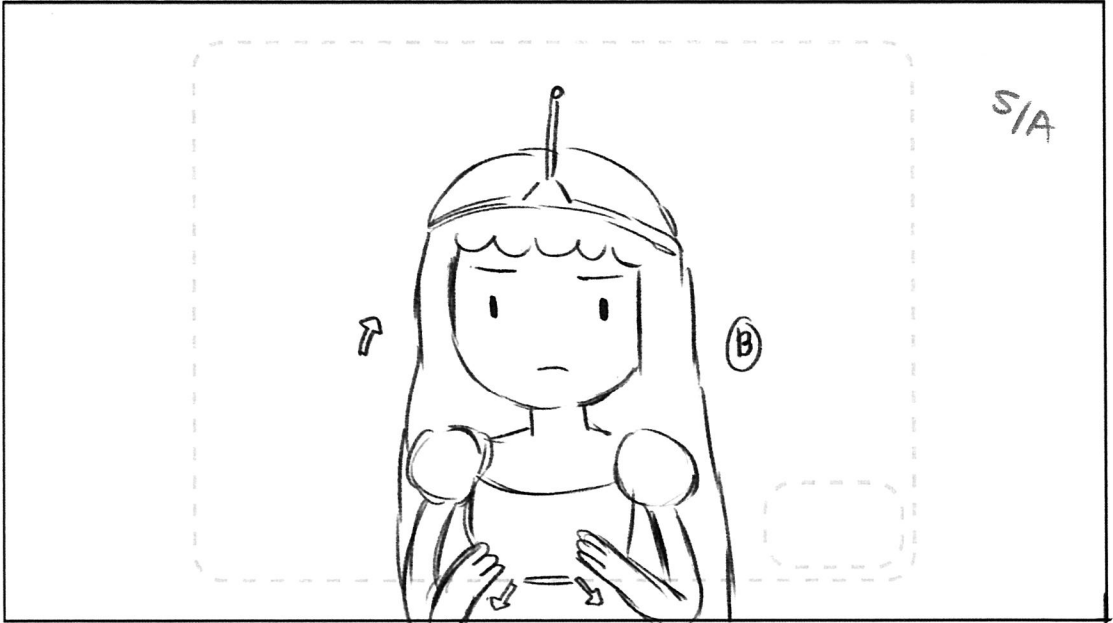


Page 290

Sc. 186 Pnl. B Bg. day night



Sc. 186 Pnl. C Bg. day night



Dialog:
Action:
Timing:

- PB SNAPS OUT OF TRANCE.

EPISODE # 1042-251  
Production :

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ADVENTURE TIME

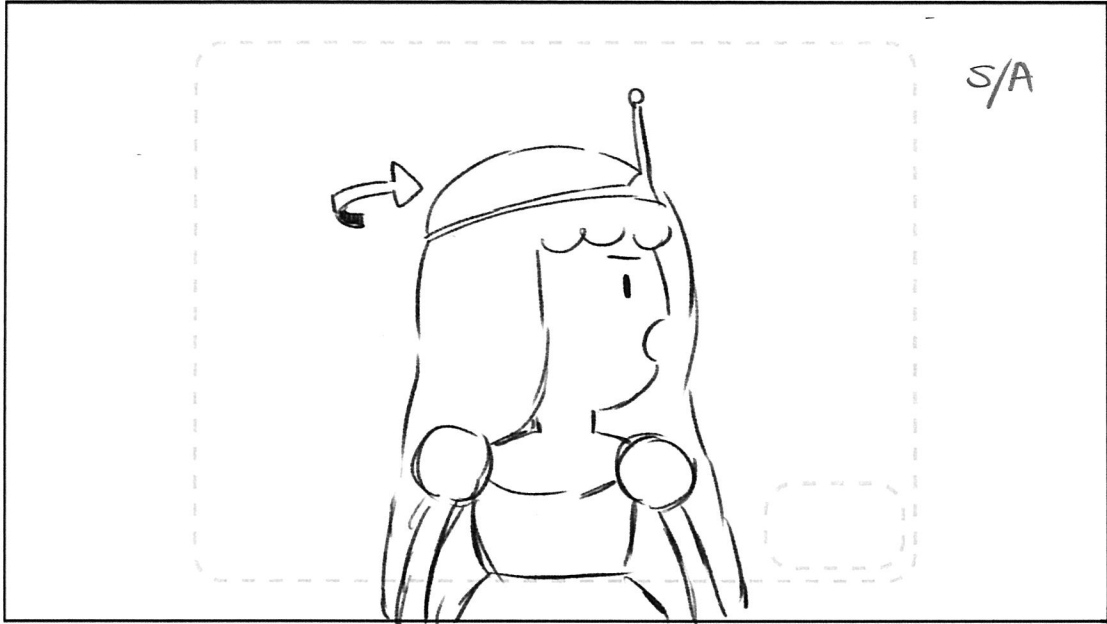


Sc. 186

Pnl. D

Bg.

day night

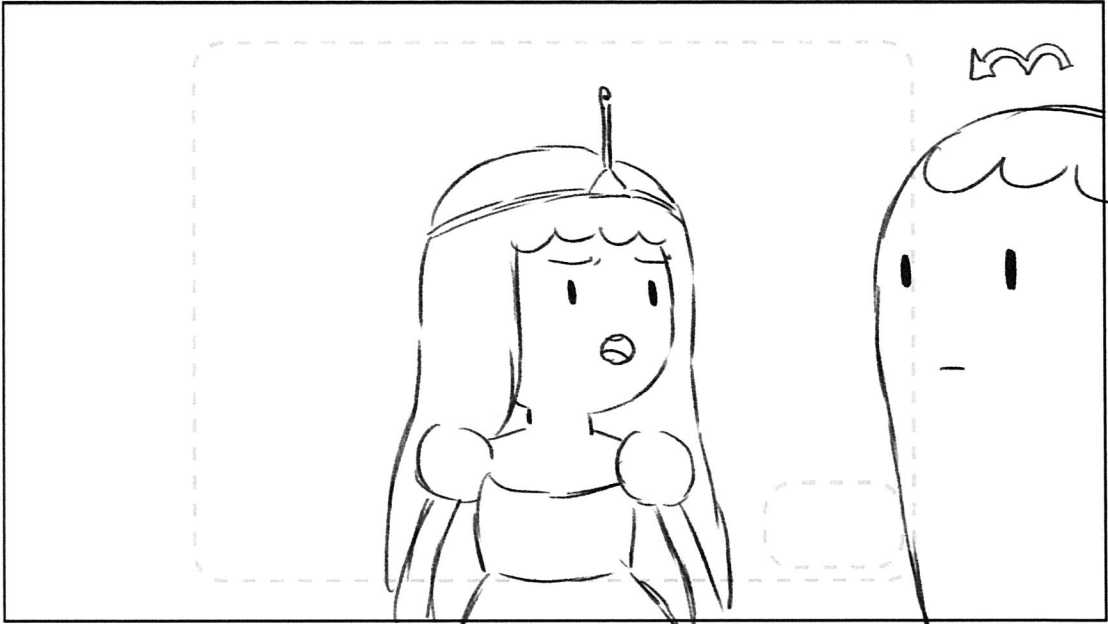


Sc. 186

Pnl. E

Bg.

day night



Dialog:

PB: BANANA GUARDS! GET  
THE WOUNDED --

PB: --TO THE INFIRMARY

Action:

-B.GUARD HUSTLES ON/S.

Timing:

1042-250

EPISODE #

Production :

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# ADVENTURE TIME

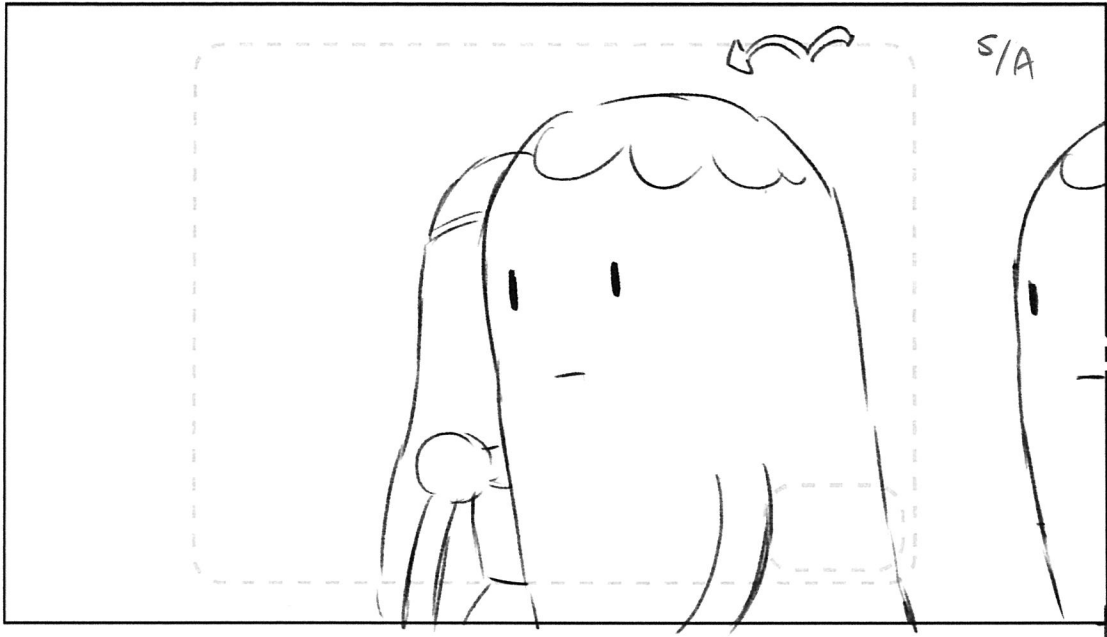


Sc. 186

Pnl. F

Bg.

day night

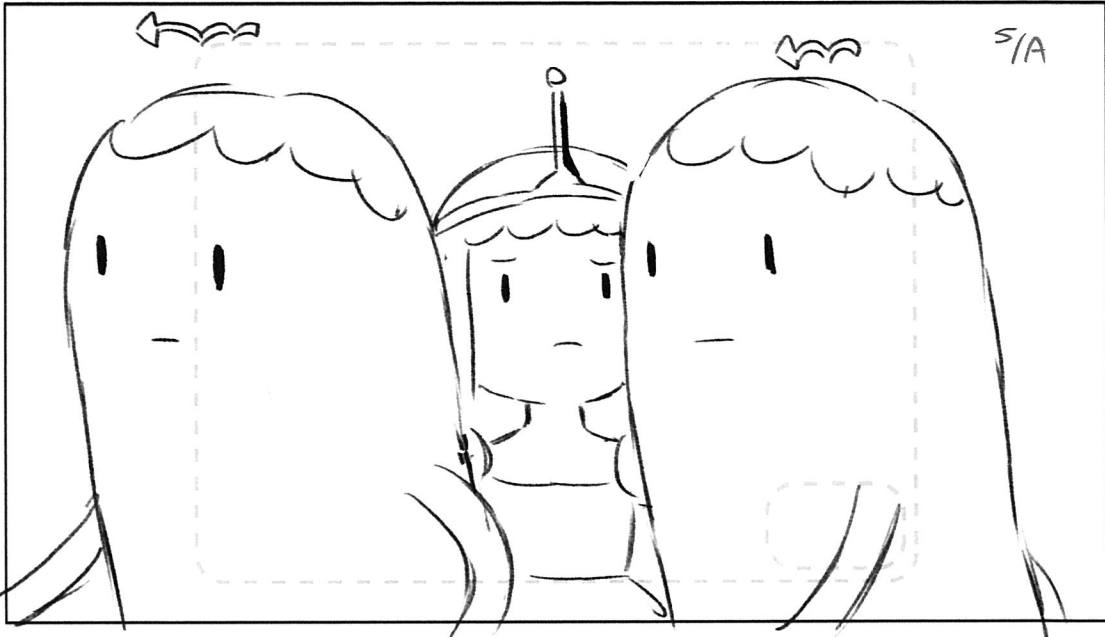


Sc. 186

Pnl. G

Bg.

day night



Dialog:
Action:
Timing:

- B.GUARDS RUN ACROSS SCREEN.

EPISODE # 1042-251

Production :

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ADVENTURE TIME

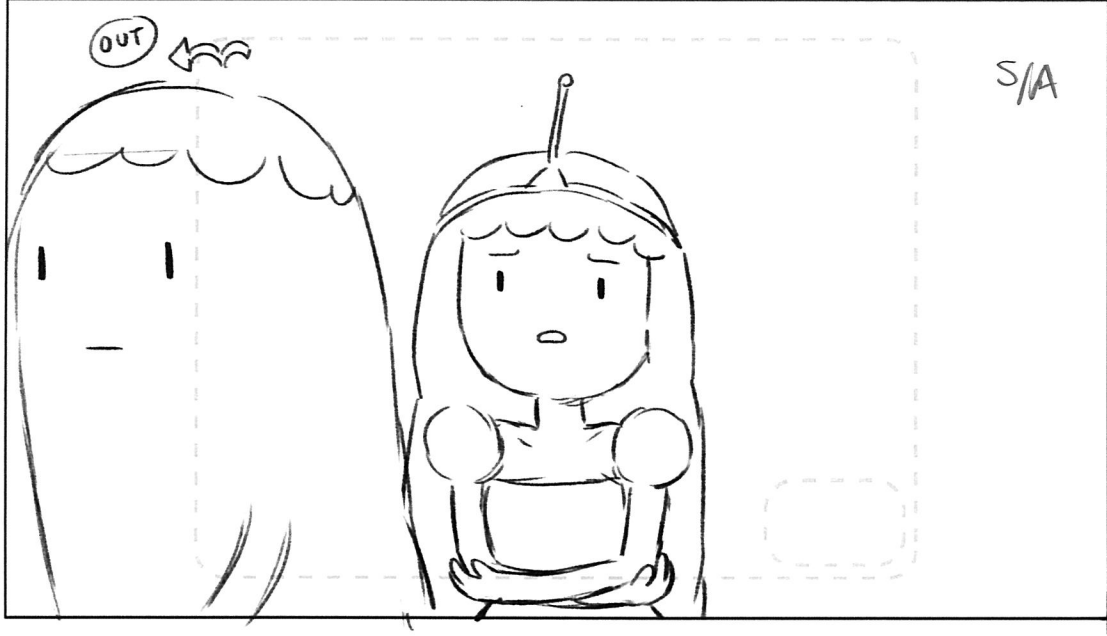


Sc. 186

Pnl. 4

Bg.

day night



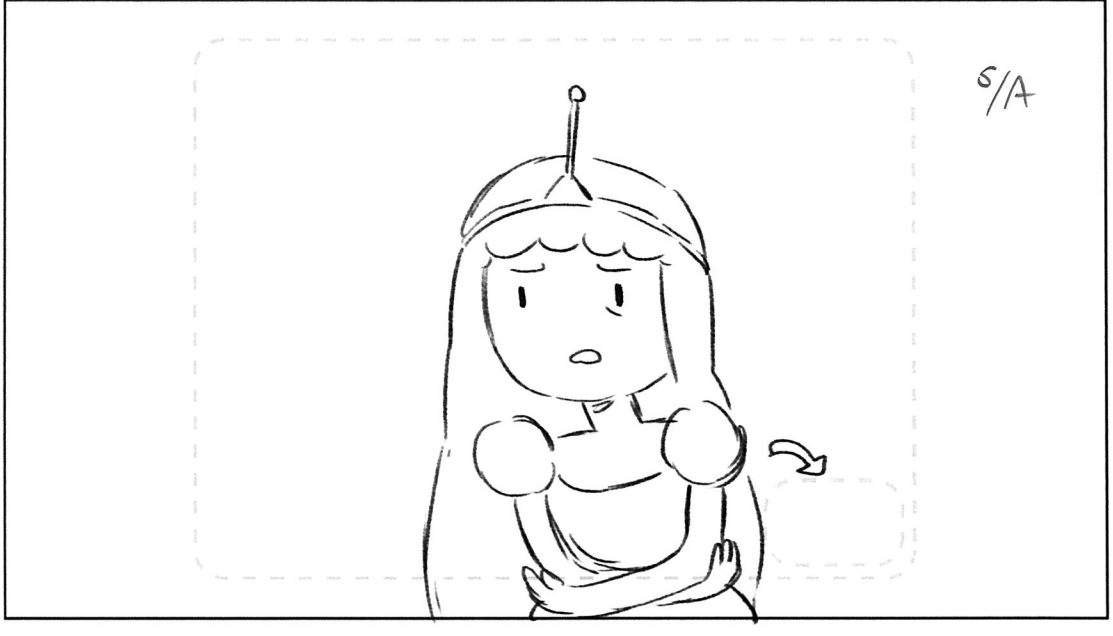
S/A

Sc. 186

Pnl. 1

Bg.

day night



S/A

Dialog:	<u>PB</u> : I'LL ... BE IN MY ... QUARTERS.	<u>PB</u> : IF, UH --
Action:	-BGUARD RUNS OFF/S.	-PB takes a step back
Timing:		

EPISODE # 1042-250

Production :

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ADVENTURE TIME



Sc. 186

Pnl. J

Bg.

day night

Sc. 187

Pnl. A

Bg.

day night

Dialog:

PB: IF ANYONE ... --

PB: -- NEEDS ME.

CANDY PEOPLE (MOANING)

Action:

- PB TURNS AND RUNS OFF/S.

Timing:

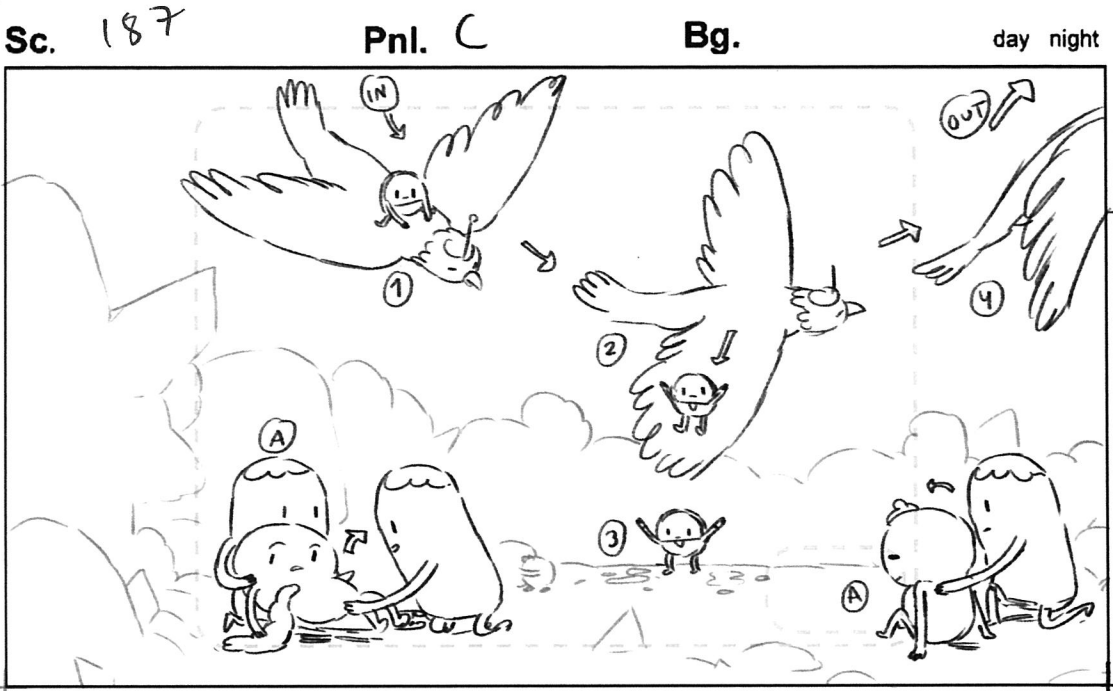
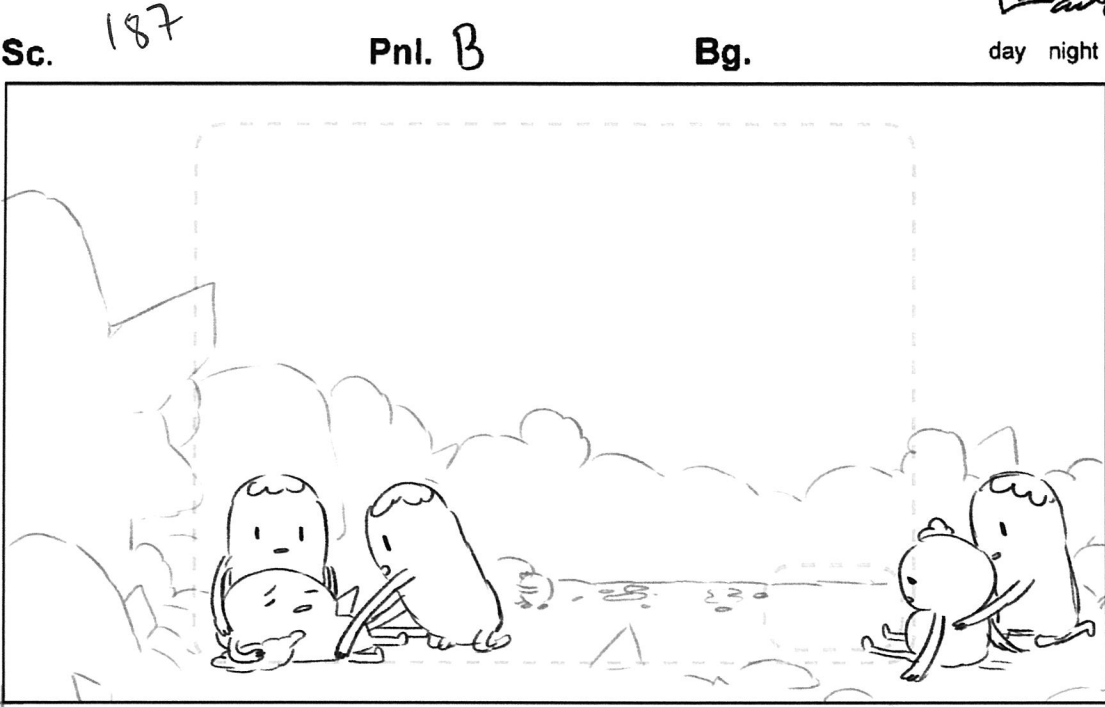
EPISODE # 1042-256

Production :



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ADVENTURE TIME



Dialog:	BG#2 OK, HANG ON NOW.	WOUNDED CANDY #1 : [ GASP ]
Action:	-WC#1 SEES SPILLED FILLING.	
Timing:		

EPISODE # 1042-251  
Production :

ADVENTURE TIME

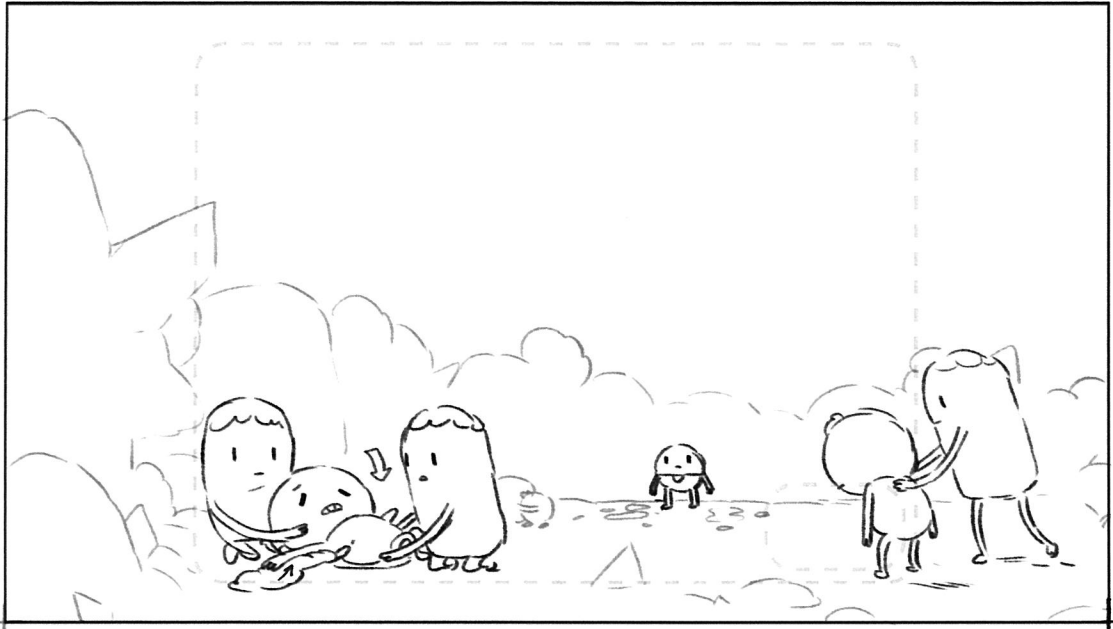


Sc. 187

Pnl. D

Bg.

day night

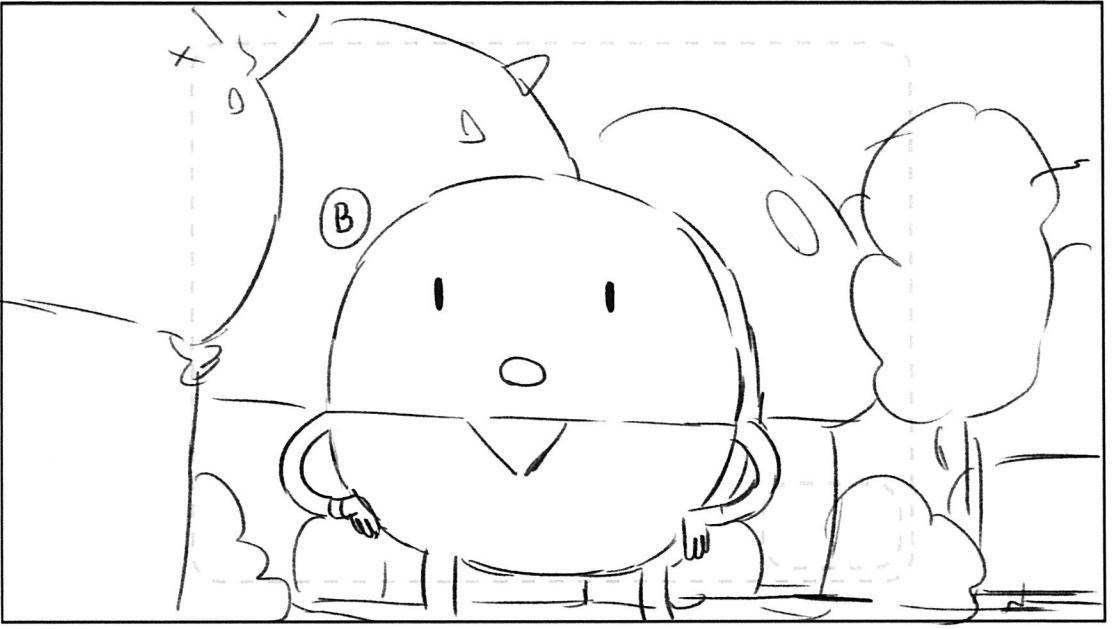


Sc. 188

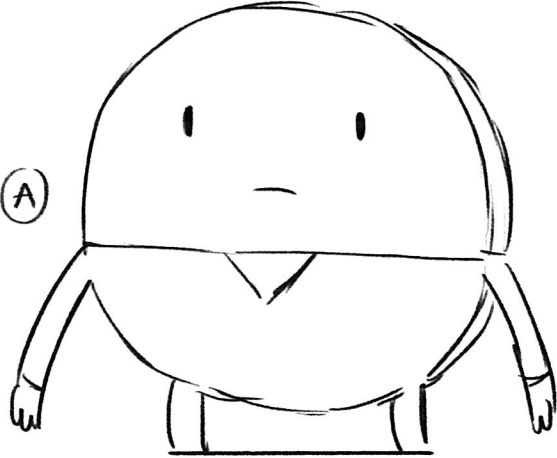
Pnl. A

Bg.

day night



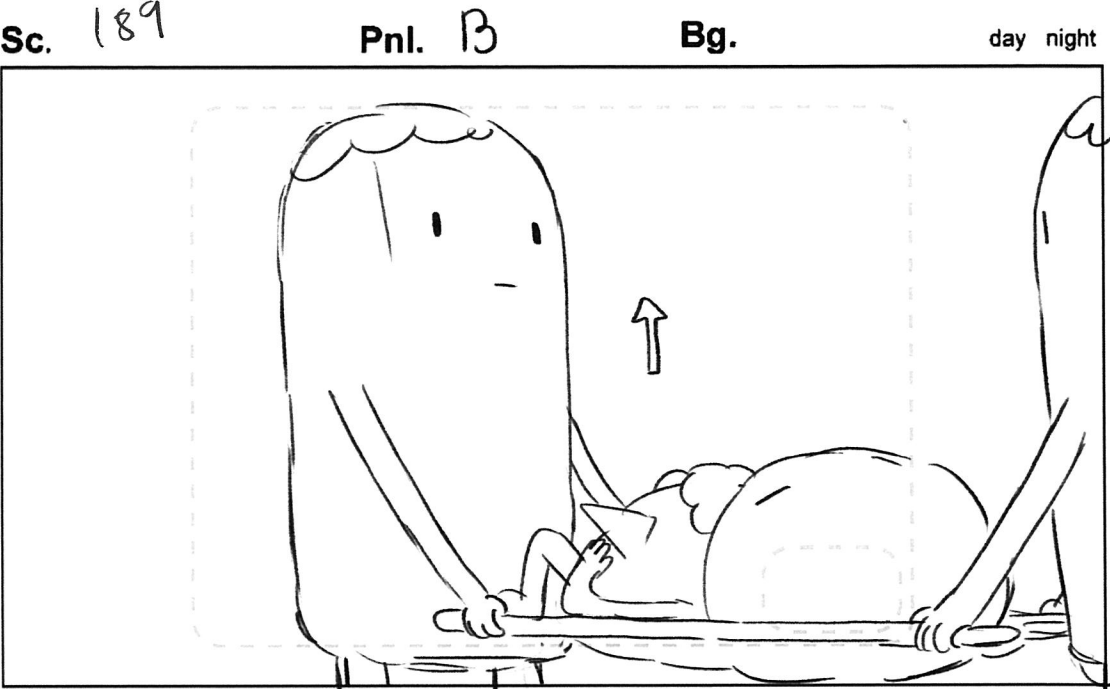
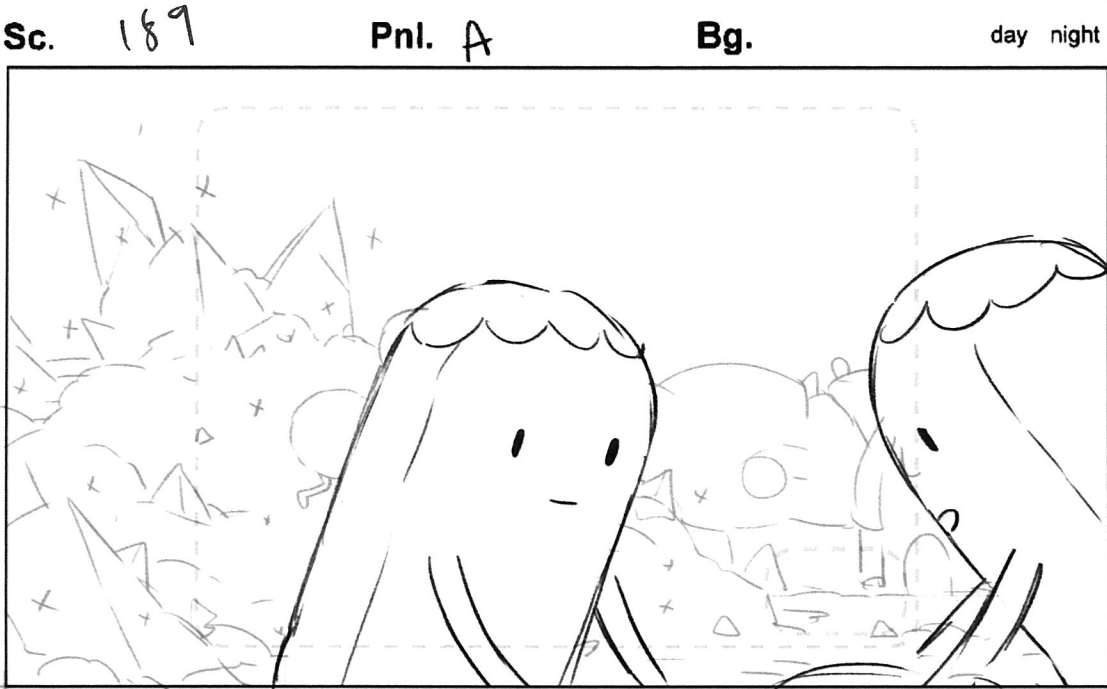
Dialog:	PEP: OH MY GOODNESS.
Action:	-WC#1 TRIES TO PUT FILLING BACK IN.
Timing:	



EPISODE # 1042-251  
Production :

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ADVENTURE TIME



Dialog:
Action: (bg blurry?) - B.GUARDS LIFT UP STRETCHER.
Timing:

1042-251  
EPISODE #  
Production :

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ADVENTURE TIME

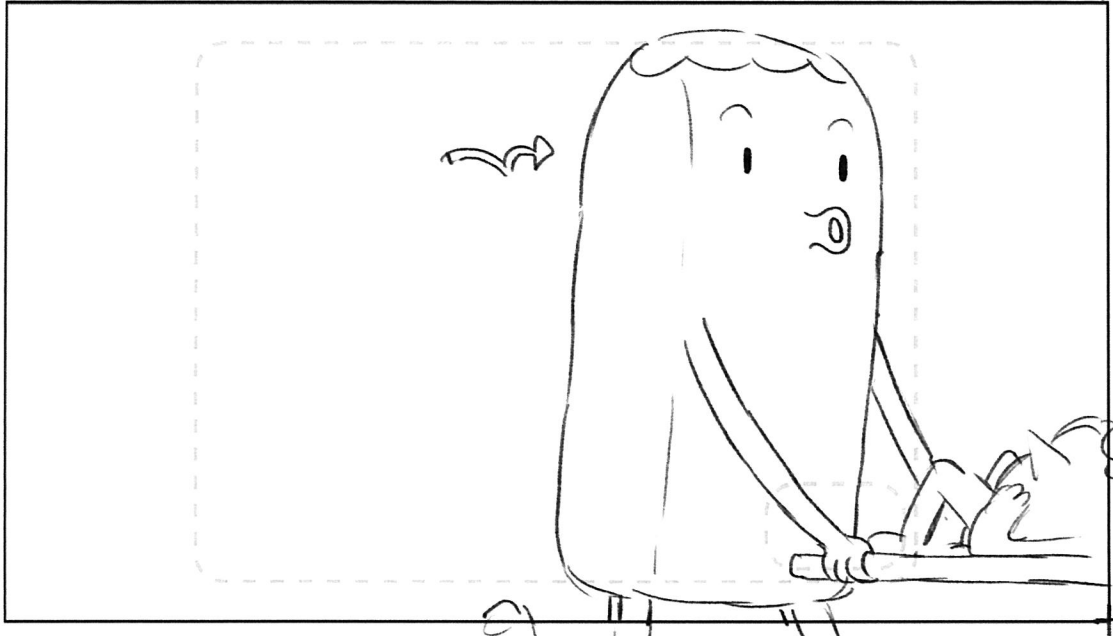


Sc. 189

Pnl. C

Bg.

day night

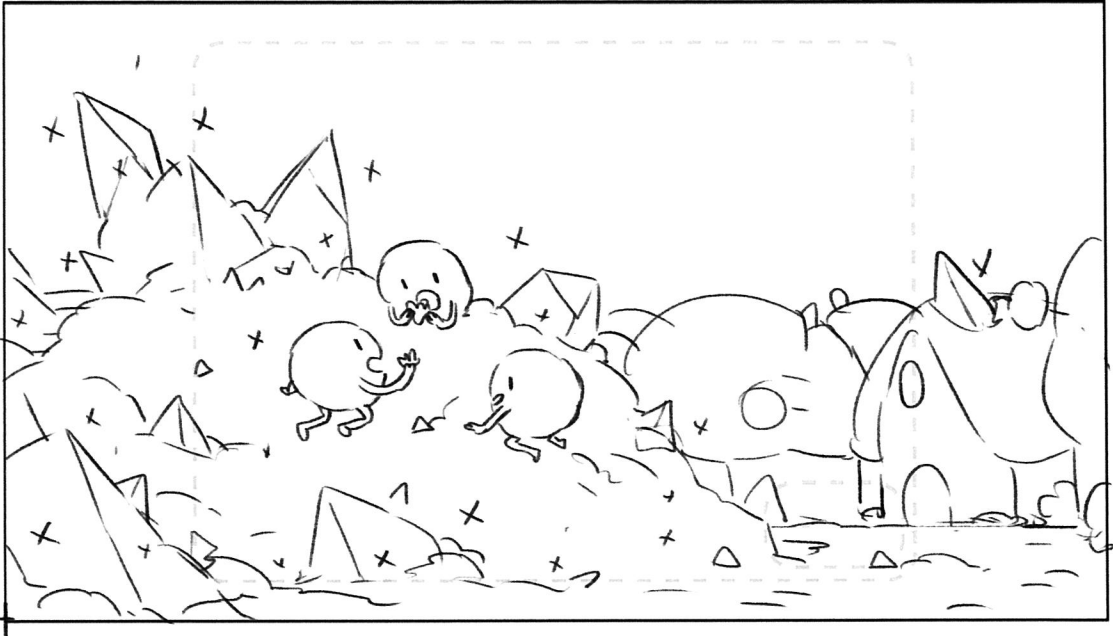


Sc. 189

Pnl. D

Bg.

day night

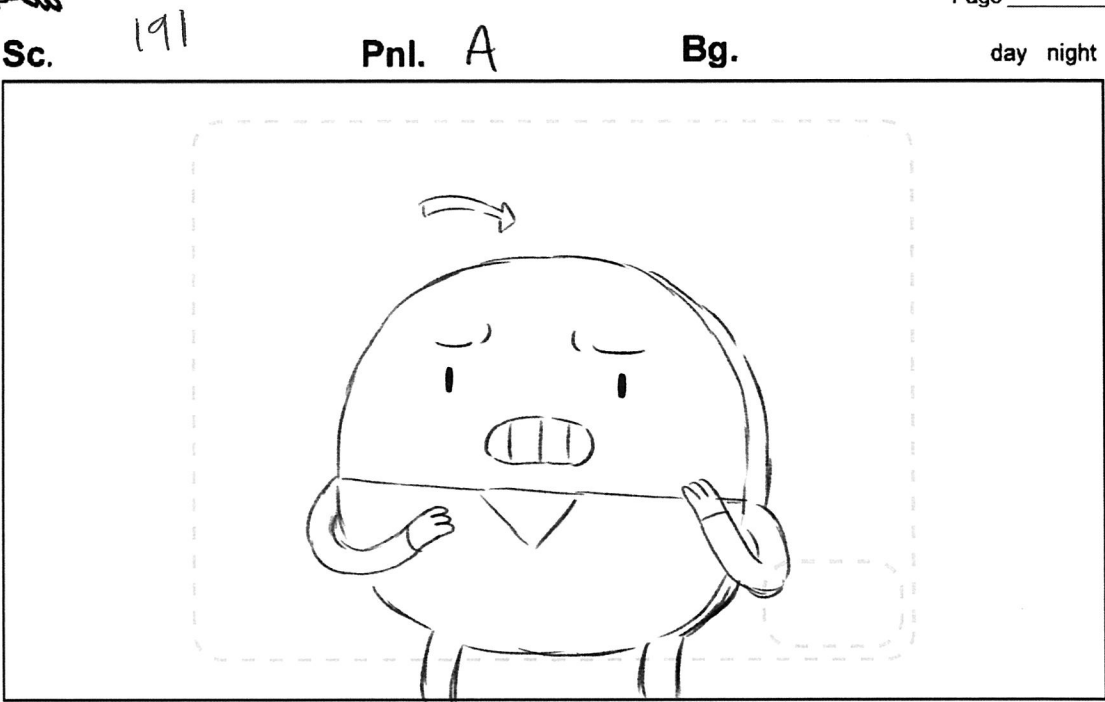
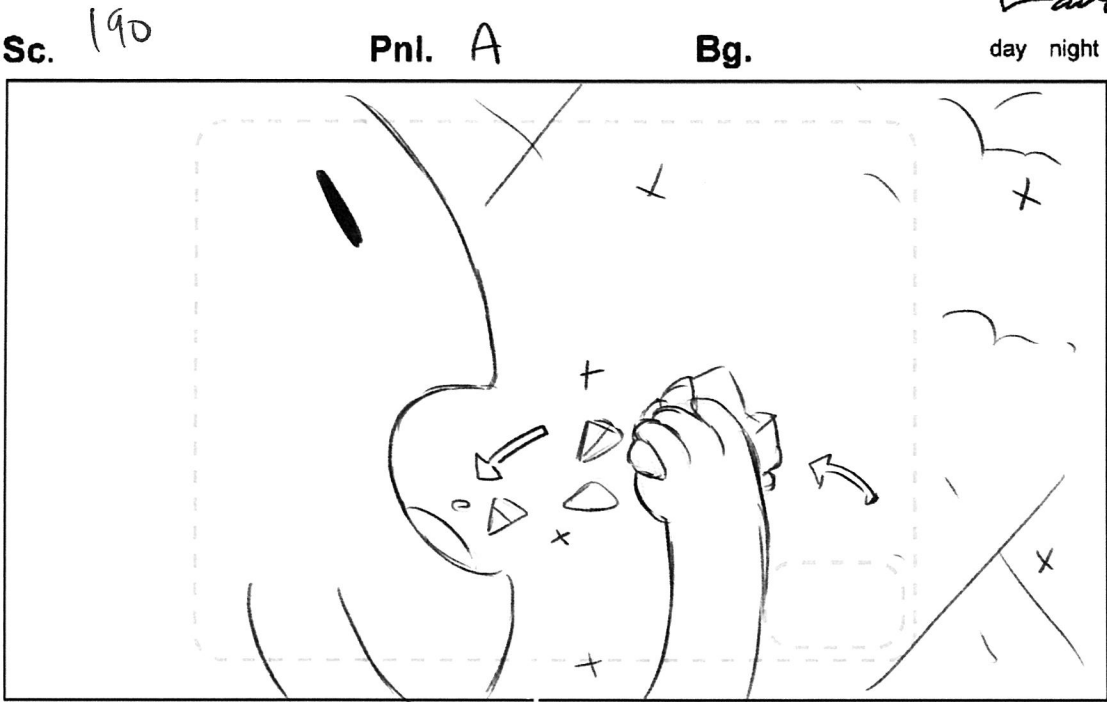


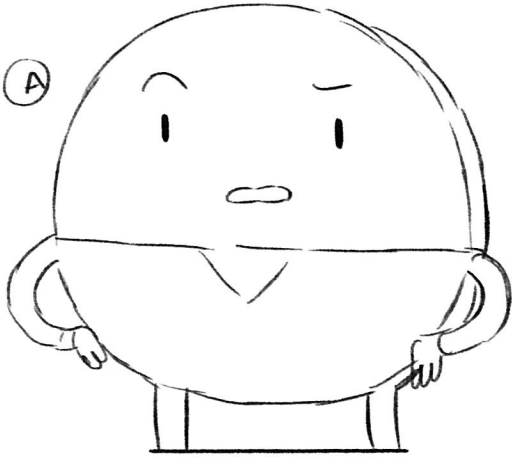
Dialog:	BG #1 : WEE-OO-WEE-OO-WEE-OO	
Action:	- B. GUARDS RUN OFF/S.	-BG SHARPENS INTO FOCUS.
Timing:		

1042-251  
EPISODE #  
Production :

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# ADVENTURE TIME



Dialog:	CANDY KID#1 (LAUGHING w. DEEP SLO-MO VOICE)	PEP: YEE!
Action:	(slow-motion)	
Timing:		

1042-251  
EPISODE #  
Production :

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ADVENTURE TIME

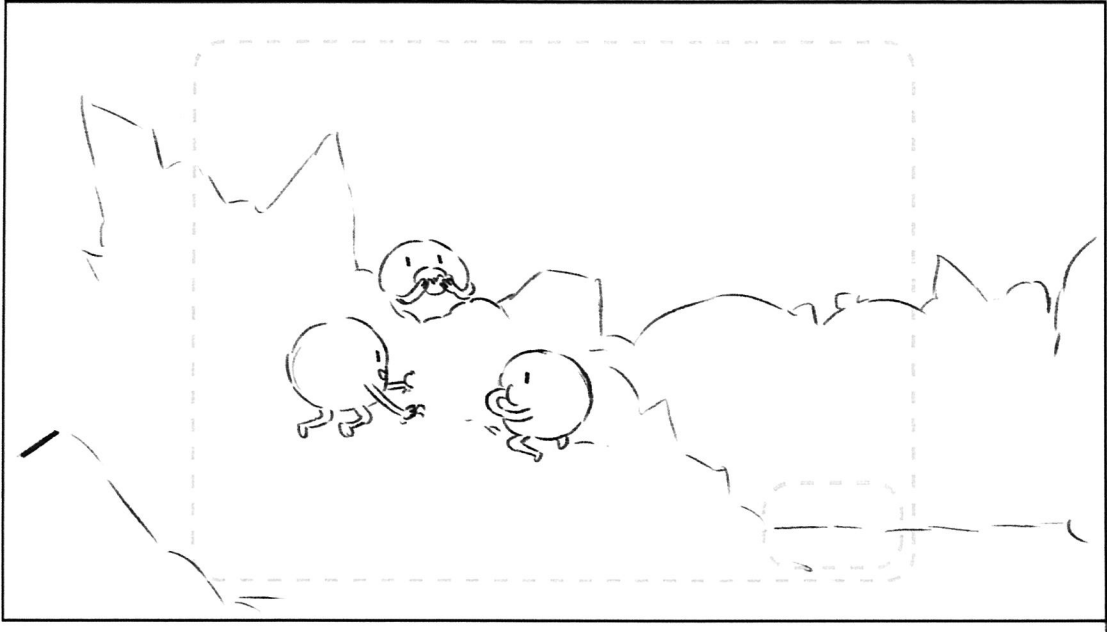


Sc. 192

Pnl. A

Bg.

day night

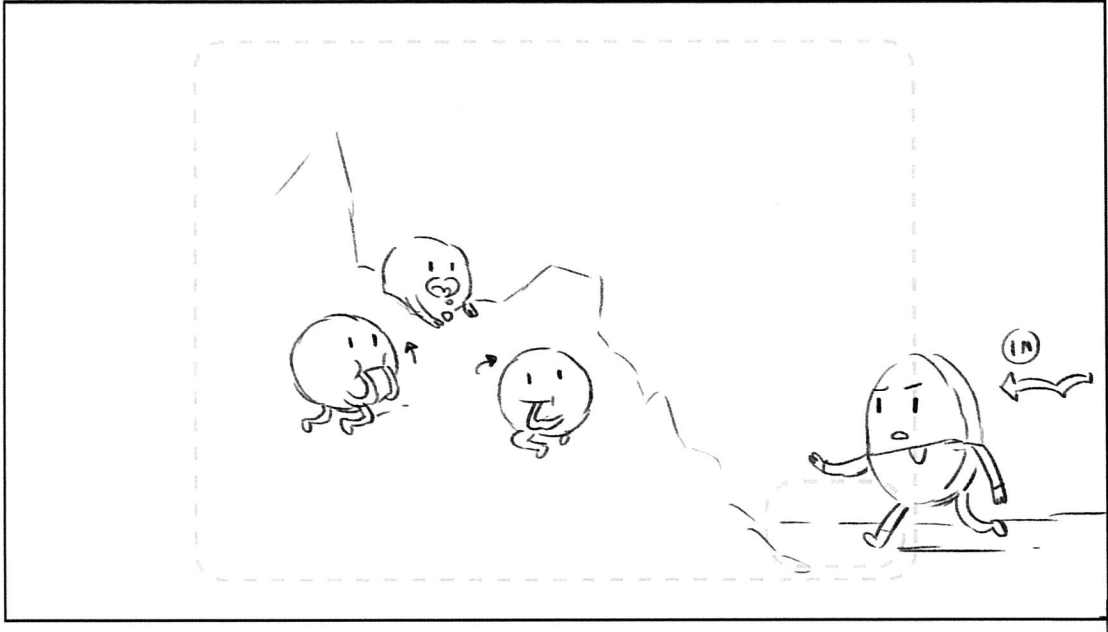


Sc. 192

Pnl. B

Bg.

day night



Dialog:	PEP: STOP THAT NOW!
Action:	- PEP BUT RUNS ON/S.
Timing:	

EPISODE # 1042-251  
Production :

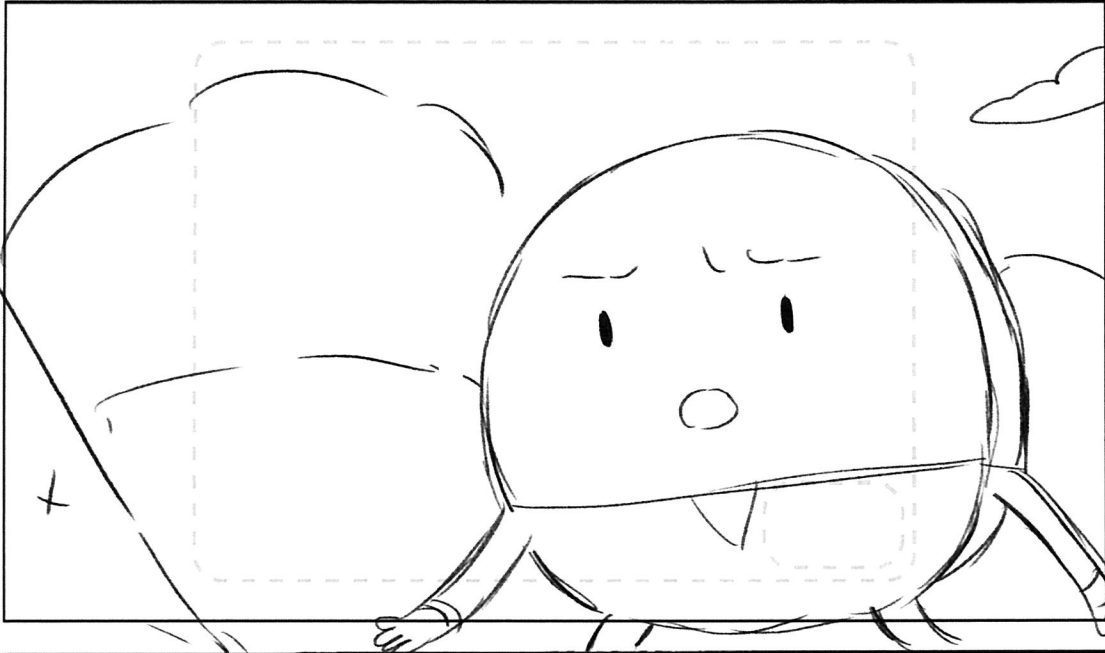
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# ADVENTURE TIME

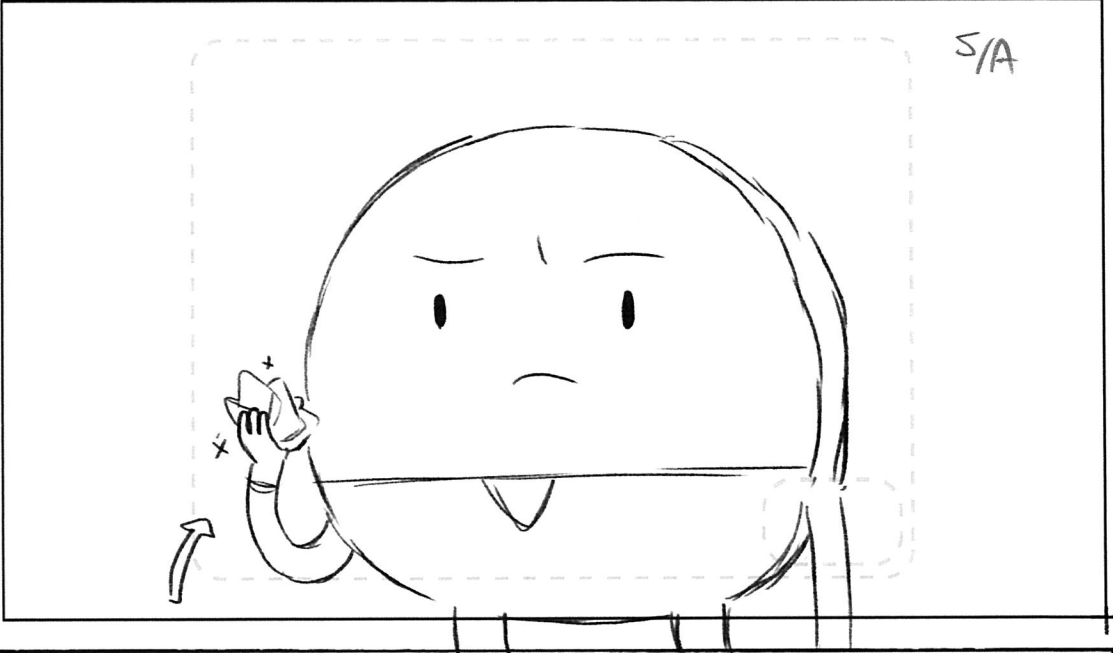


Page 301

Sc. 193 Pnl. A Bg. day night



Sc. 193 Pnl. B Bg. day night



Dialog:  
PEP: THAT STUFF WILL GRIND  
YOUR GUTS!

Action:  
- PEP BUT PICKS UP A HANDFUL  
OF FT FRAGMENTS.

Timing:

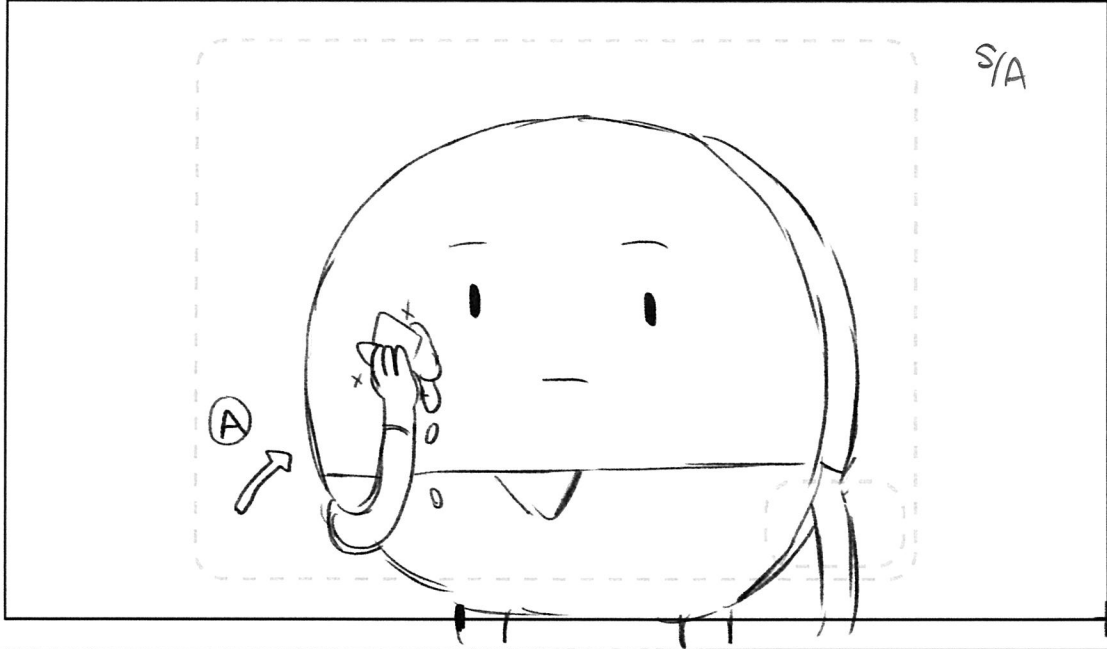
EPISODE # 1042-251  
Production :

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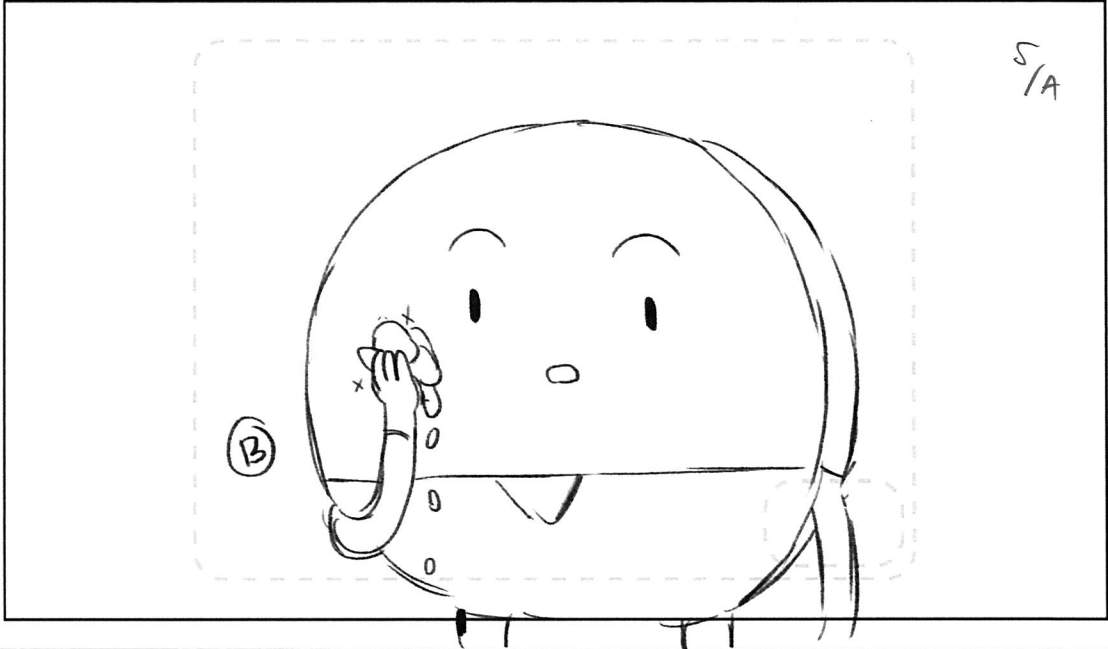
# ADVENTURE TIME



Sc. 193 Pnl. C Bg. day night



Sc. 193 Pnl. D Bg. day night



Dialog:	PEP : HUH ?
Action:	
Timing:	

EPISODE # 1042-251  
Production :



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ADVENTURE TIME

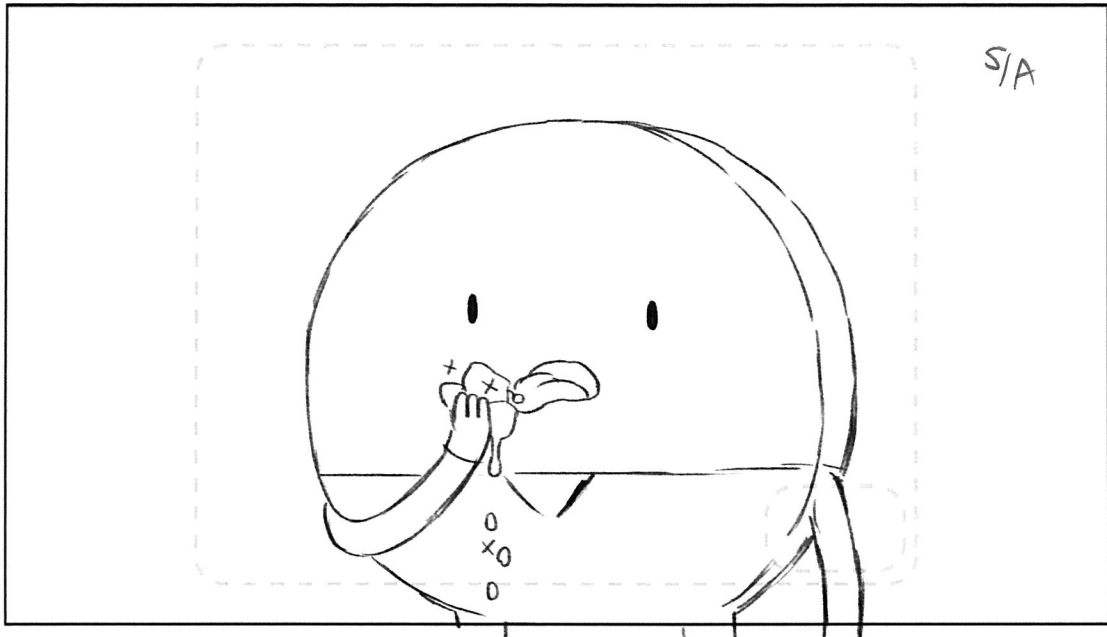


Sc. 193

Pnl. E

Bg.

day night

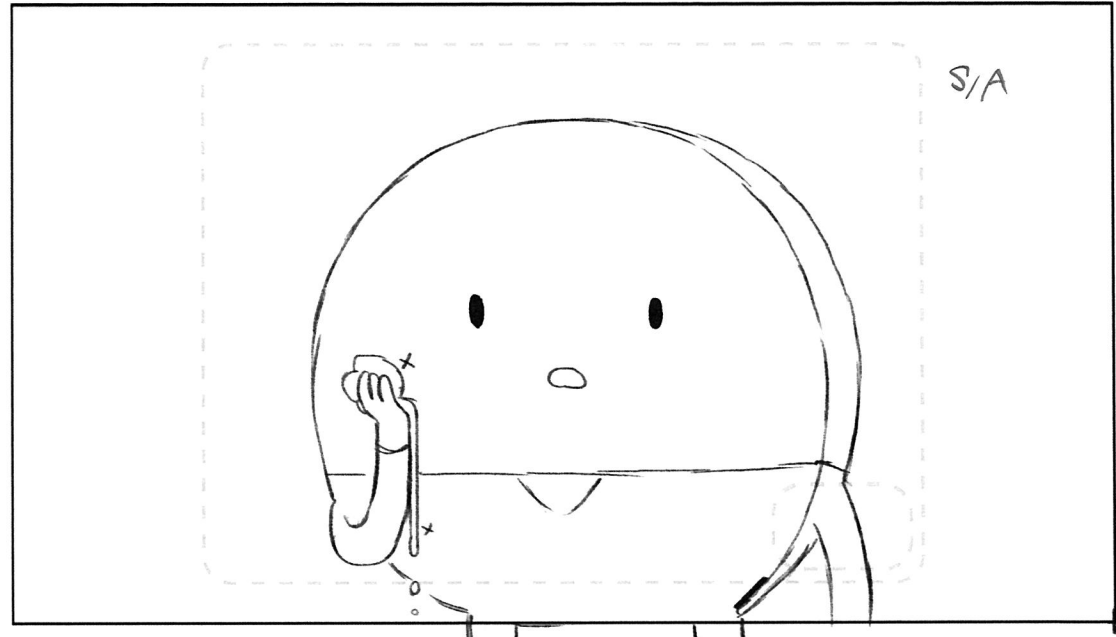


Sc. 193

Pnl. F

Bg.

day night



Dialog:	PEP: IT'S JUST SNOW...
Action:	- PEP BUT LICKS FRAGMENTS,
Timing:	

1042-251

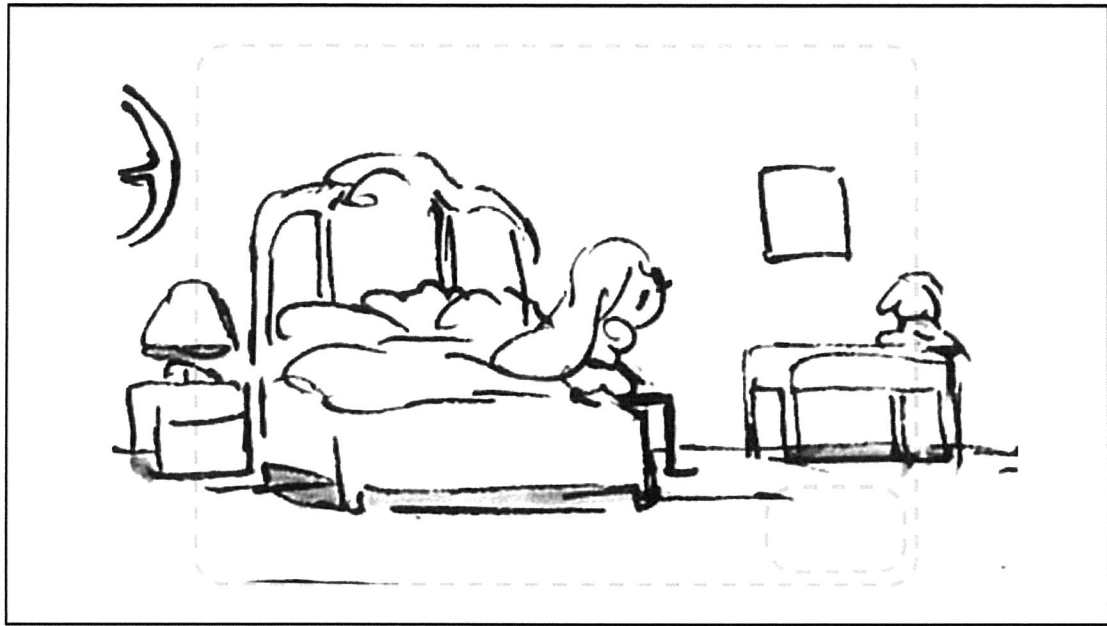
EPISODE #

Production :

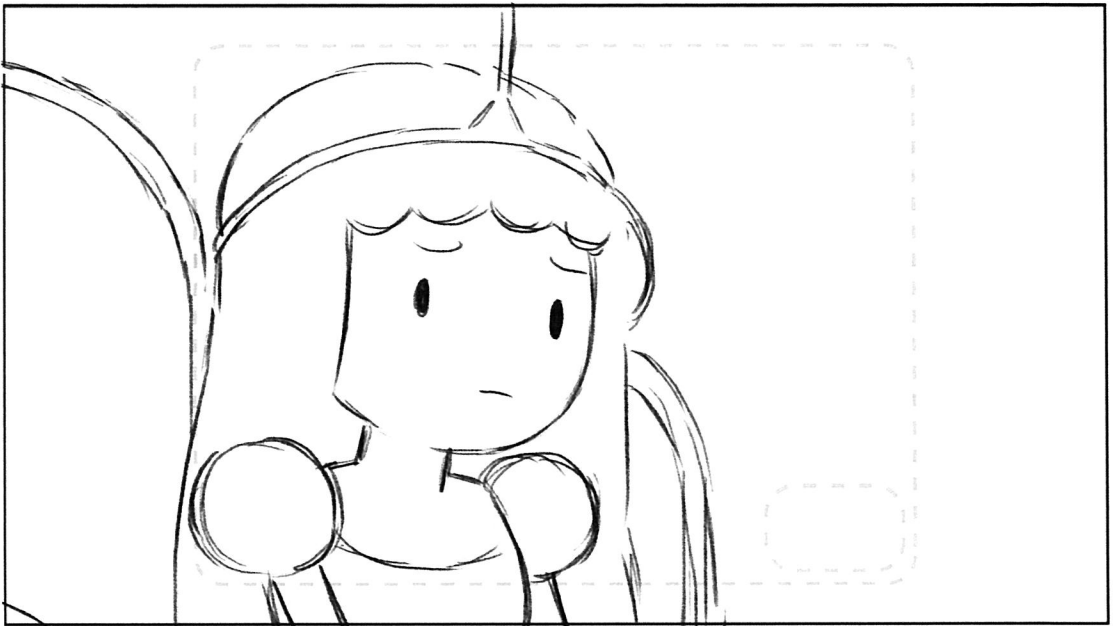
ADVENTURE TIME



Sc. 194 Pnl. A Bg. day night



Sc. 195 Pnl. A Bg. day night



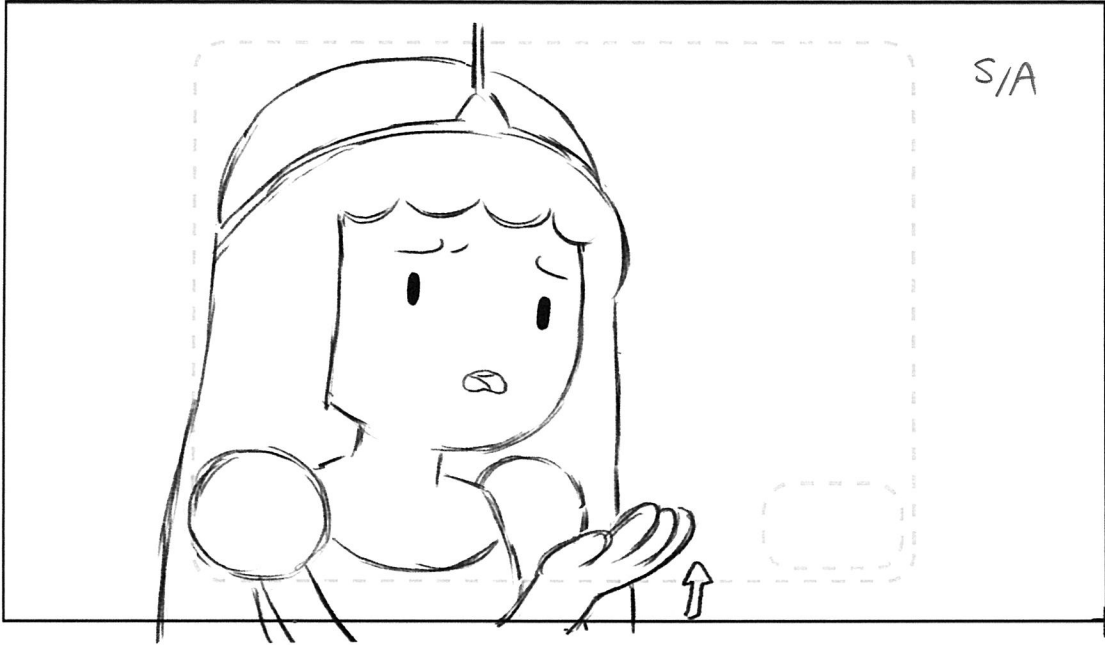
Dialog:
Action: -PB'S BEDROOM INT. -PB SITS ON BED.
Timing:

EPISODE # 1042-250  
Production :

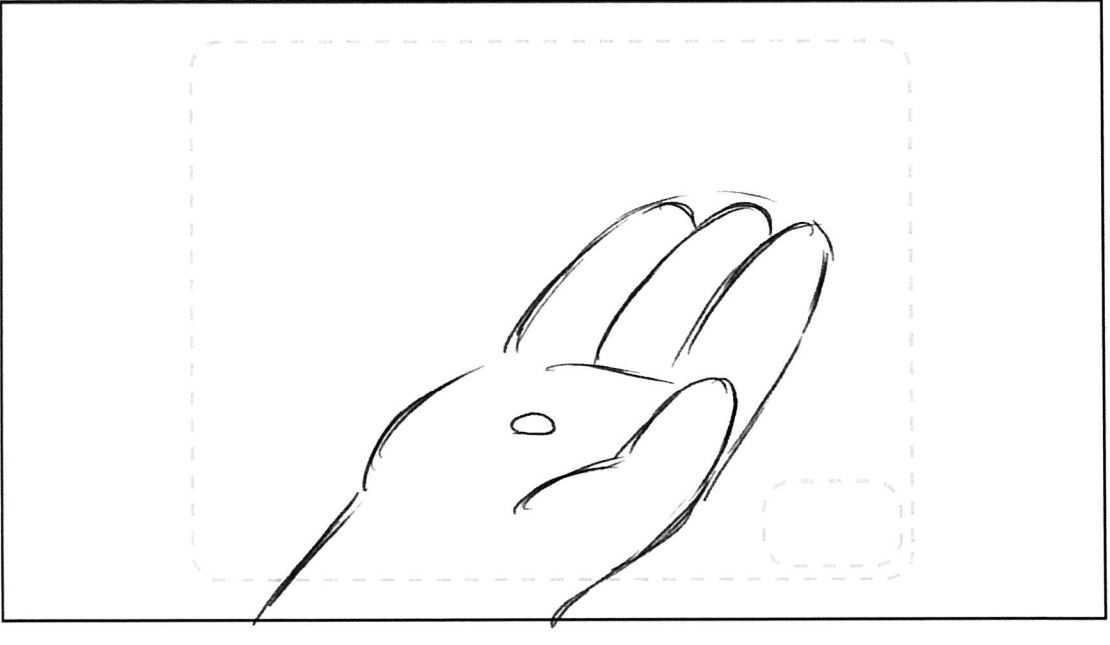
ADVENTURE TIME



Sc. 195 Pnl. B Bg. day night



Sc. 196 Pnl. A Bg. day night



Dialog:	PB: <SIGH>	
Action:	- PB LOOKS AT HAND.	- JELLY BEAN IS HALFWAY EMERGED FROM PB'S PALM.
Timing:		

EPISODE # 1042-251  
Production :

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ADVENTURE TIME

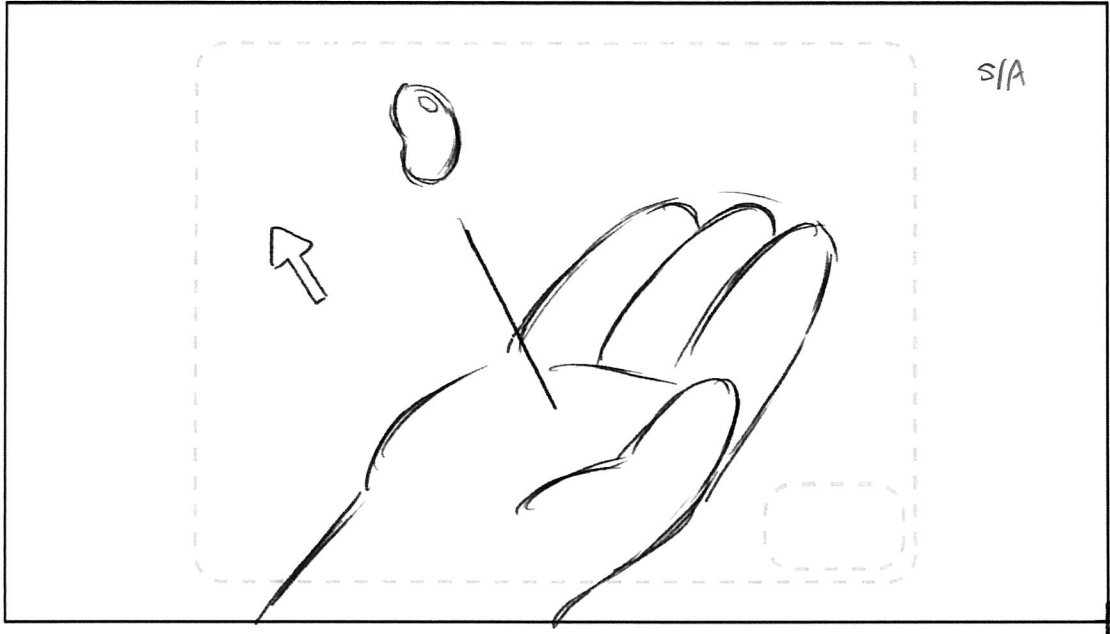


Sc. 196

Pnl. B

Bg.

day night

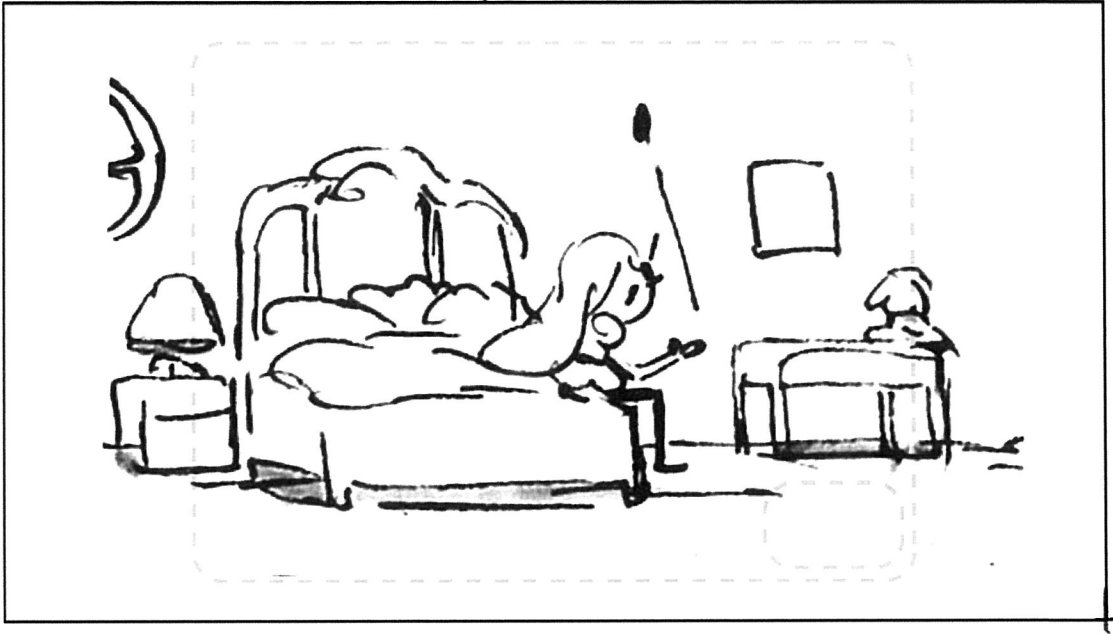


Sc. 197

Pnl. A

Bg.

day night



Dialog:

SFX: \* SHYUUUU! \*

Action:

-PB FIRES JELLY BEAN AT HIGH VELOCITY.

Timing:

Production :

EPISODE #

1042-256

ADVENTURE TIME



Sc. 197 Pnl. B Bg. day night

S/A

Sc. 197 Pnl. C Bg. day night

S/A

Dialog:	PB: OW!	
Action:	- JELLY BEAN RICOCHETS AROUND ROOM.	- JELLY BEAN BOUNCES OFF BED AND HITS PB ON THE BACK OF HER HEAD.
Timing:		

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ADVENTURE TIME



Sc. 197 Pnl. D Bg. day night

Sc. 198 Pnl. A Bg. day night

Dialog:

Action: -PB DOUBLES OVER.

Timing:

EPISODE # 1042-251

Production :

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# ADVENTURE TIME



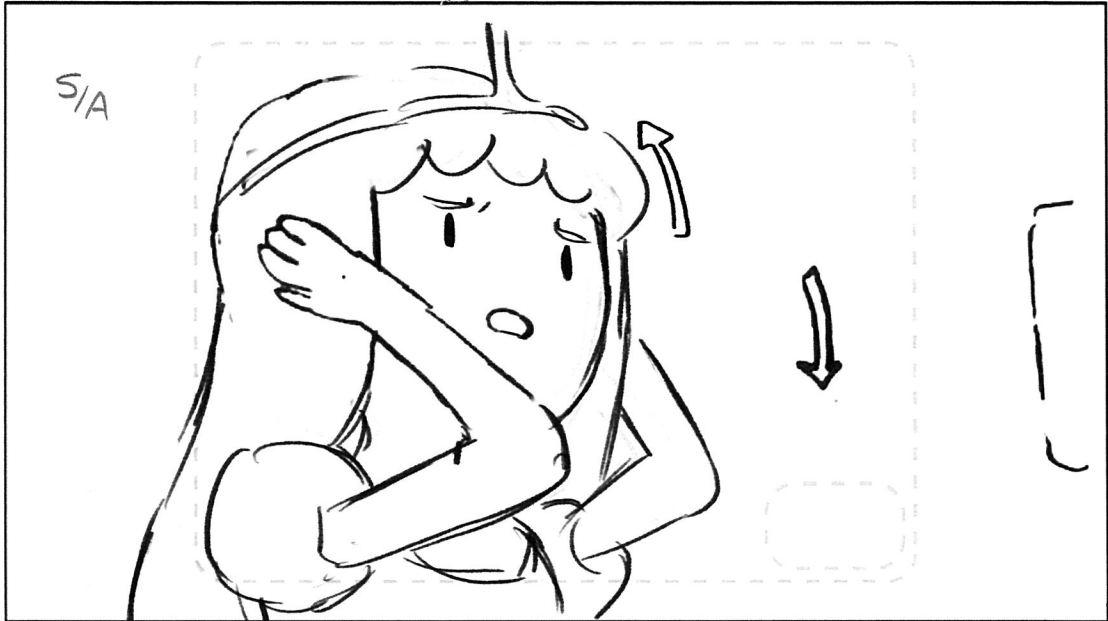
No  
P.309

Page 310

198  
Sc. Pnl. B Bg. day night



198  
Sc. Pnl. C Bg. day night



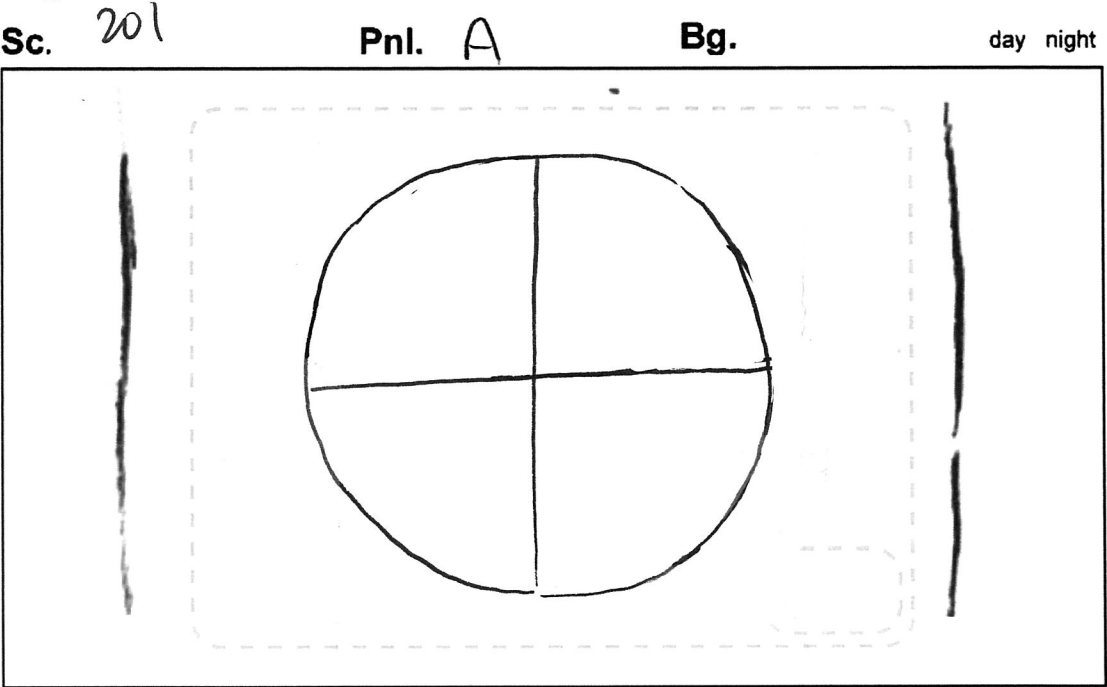
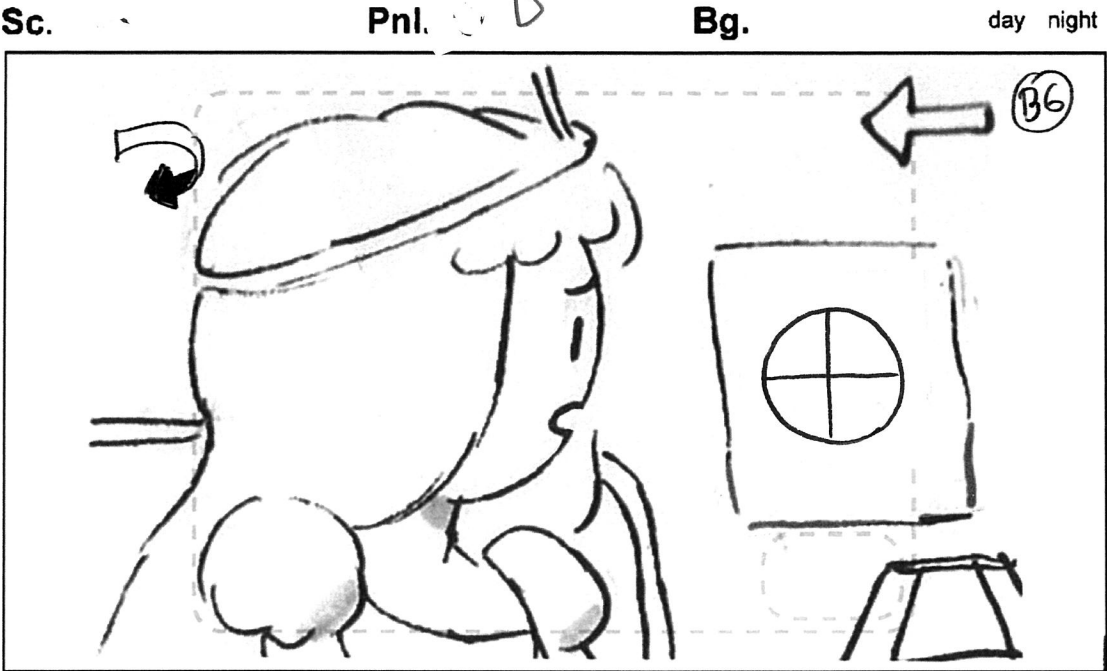
Dialog:
Action:
Timing:

EPISODE # 1042-251  
Production :

ADVENTURE TIME



No SC.199-200



Dialog:	PB: MAAAN.	
Action:	- PB TURNS - BG PANS TO REVEAL PAPER ON WALL.	- CU of ELEMENTAL SYMBOL.
Timing:		



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# ADVENTURE TIME



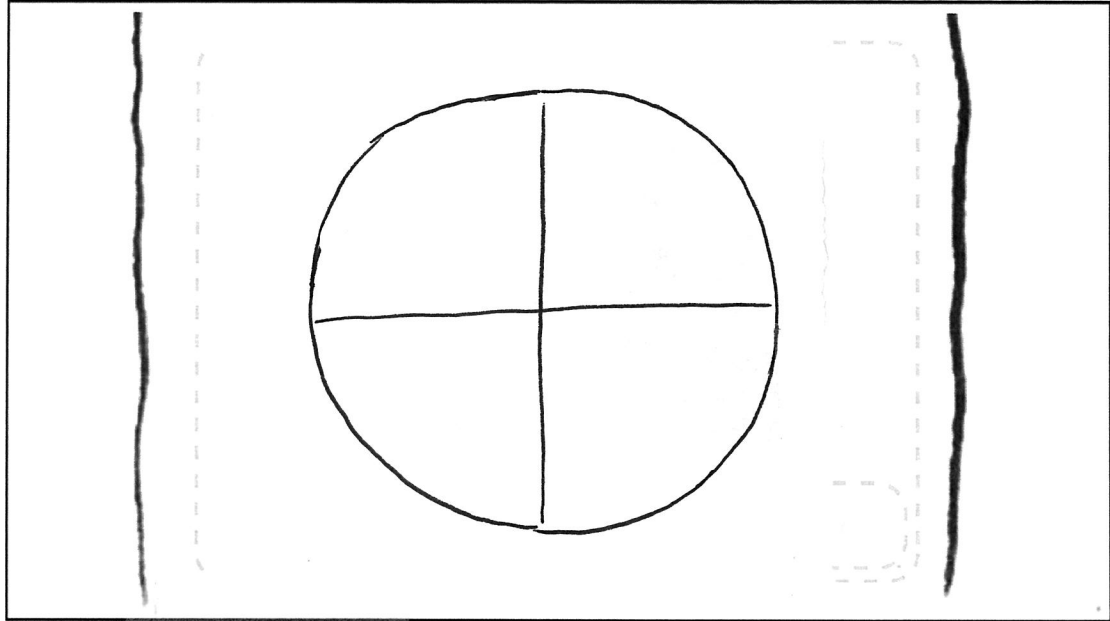
Page 312

Sc. 201

Pnl. "B"

Bg.

day night

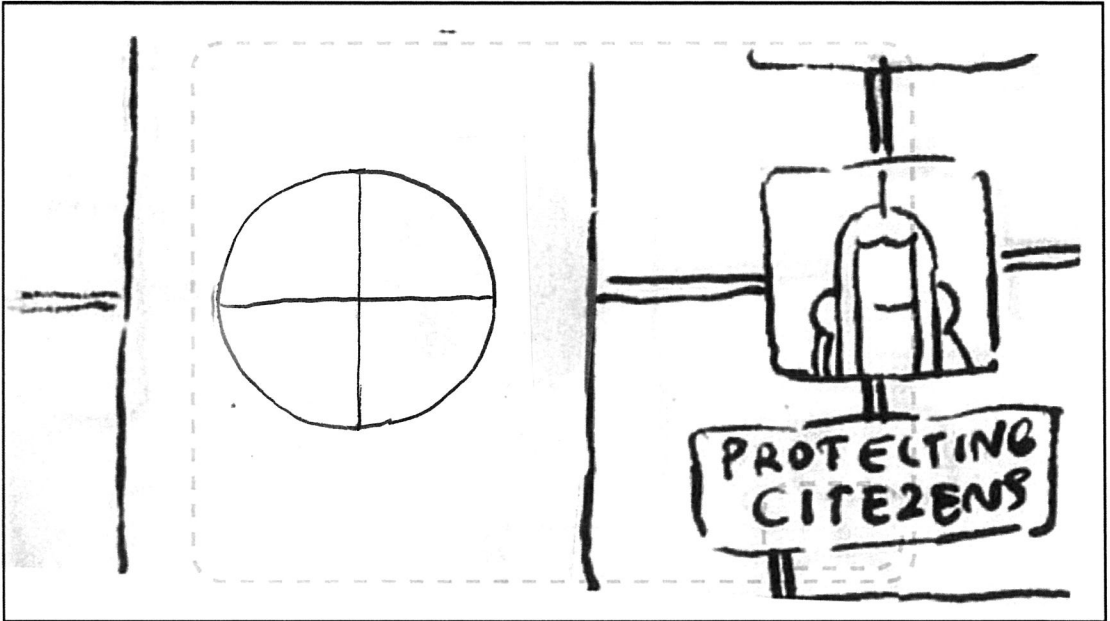


Sc. 202

Pnl. A

Bg.

day night



Dialog:

SFX: WHISTLE

Action:

- X - DISSOLVE TO SAME  
SYMBOL ON ICE KINGDOM WALL.

Timing:

EPISODE #

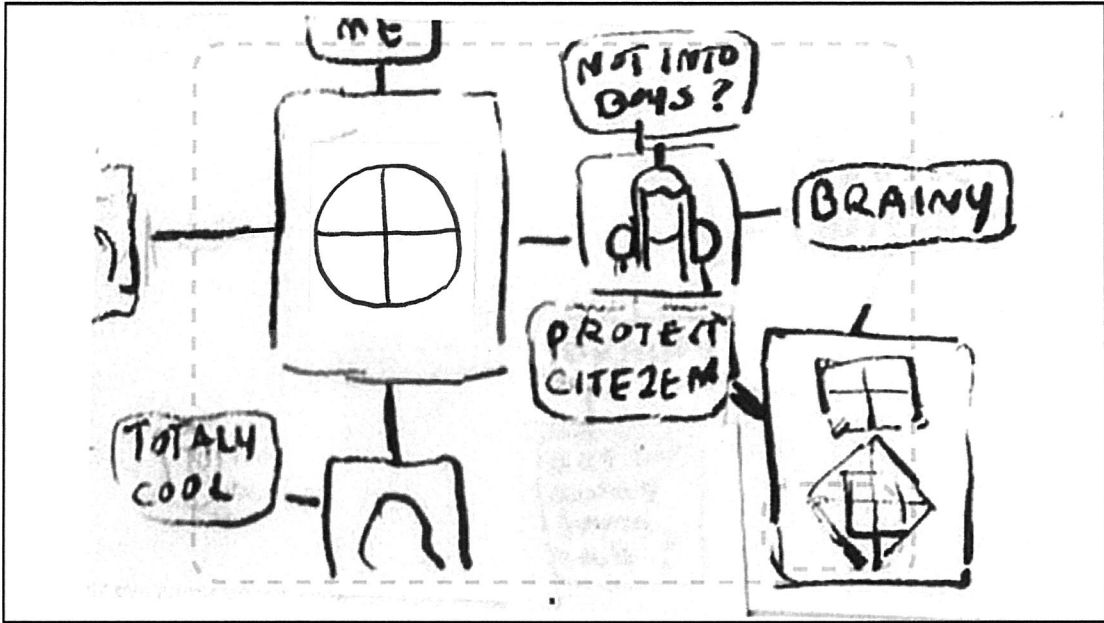
Production :

1042-251

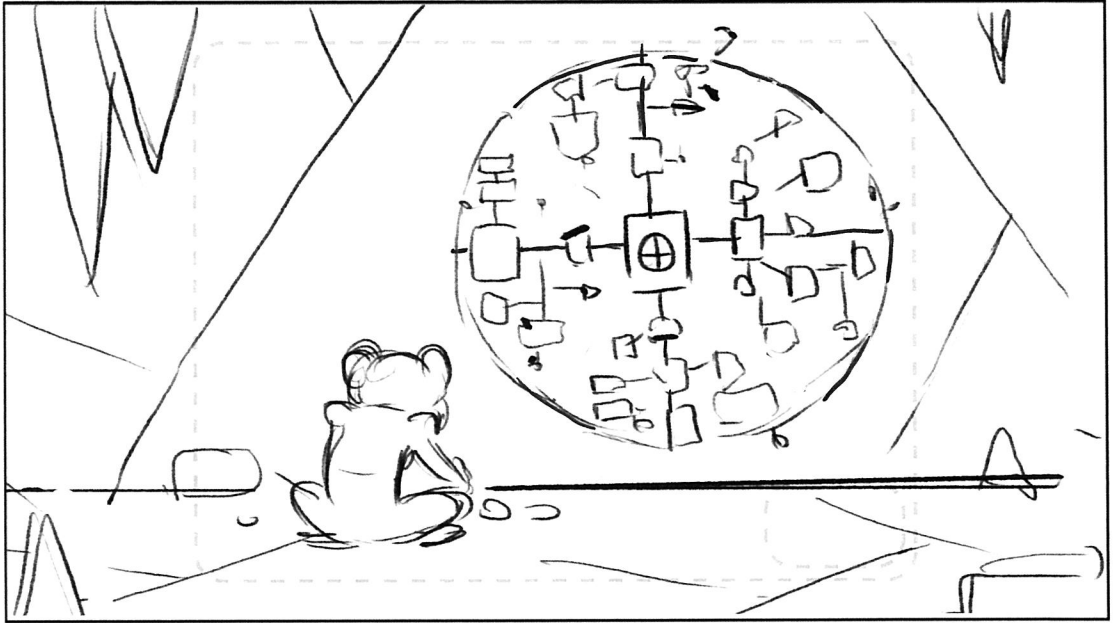
ADVENTURE TIME



Sc. 203 Pnl. A Bg. day night



Sc. 204 Pnl. A Bg. day night



Dialog:	SFX: * WHISTLE *
Action:	- REVEAL "CRIME BOARD" WITH INFO ABOUT PB, FLAME PRINCESS, AND SLIME PRINCESS. - PATIENCE SITS ON THE GROUND.
Timing:	

EPISODE #

Production :

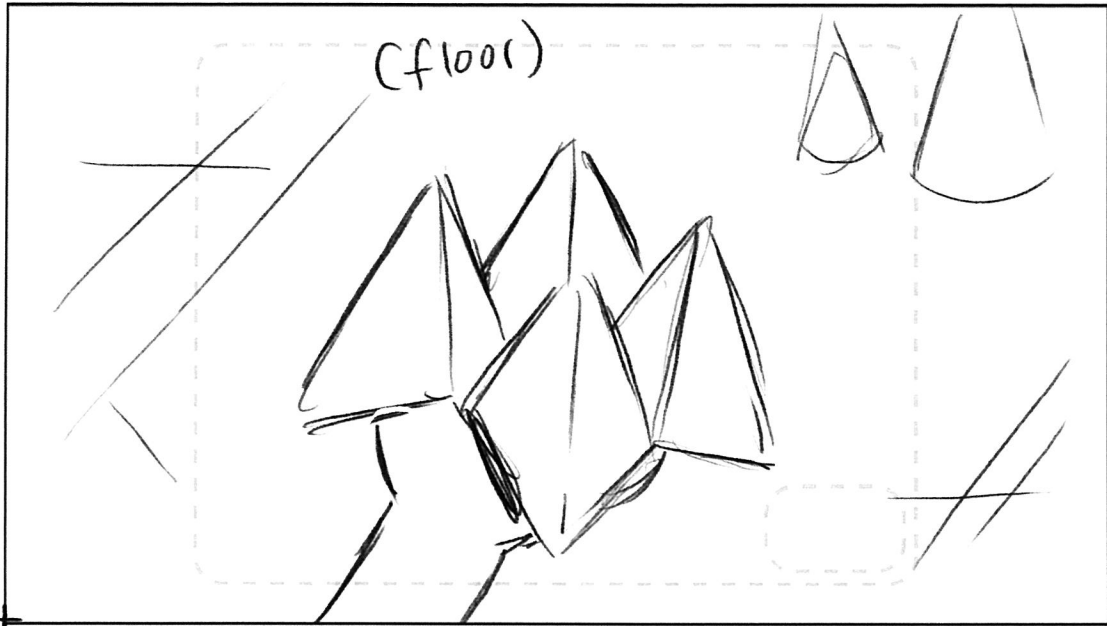
1042-251

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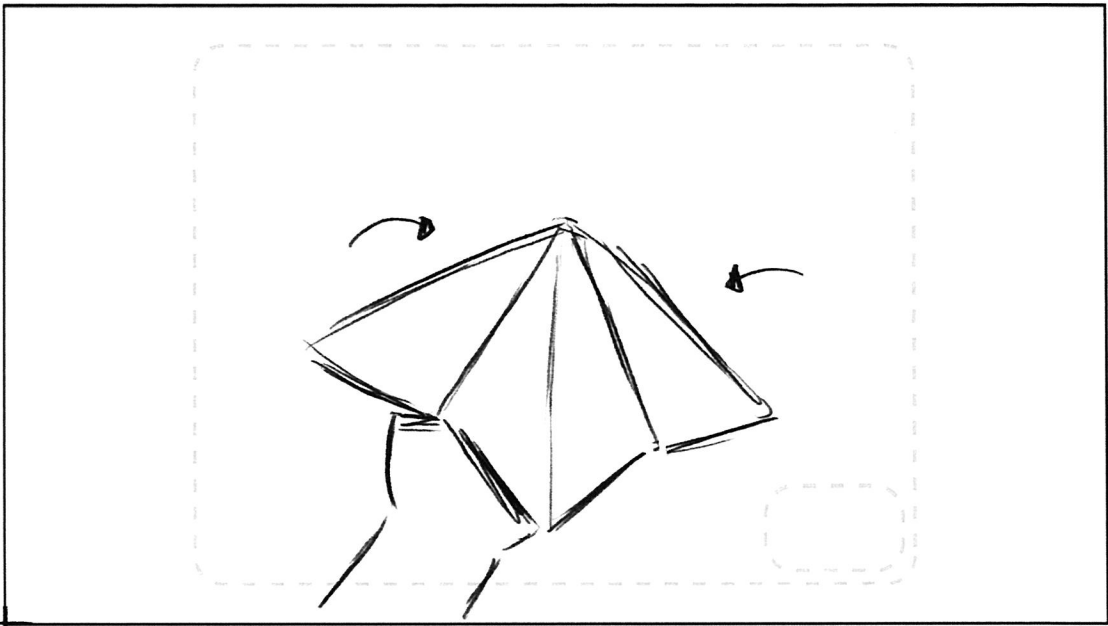
# ADVENTURE TIME



Sc. 205 Pnl. A Bg. day night



Sc. 205 Pnl. B Bg. day night



Dialog:
SFX: * FWIP * FWIP *
Action:
Timing:

EPISODE # 1042-251  
Production :

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ADVENTURE TIME



Sc. 206

Pnl. A

Bg.

day night

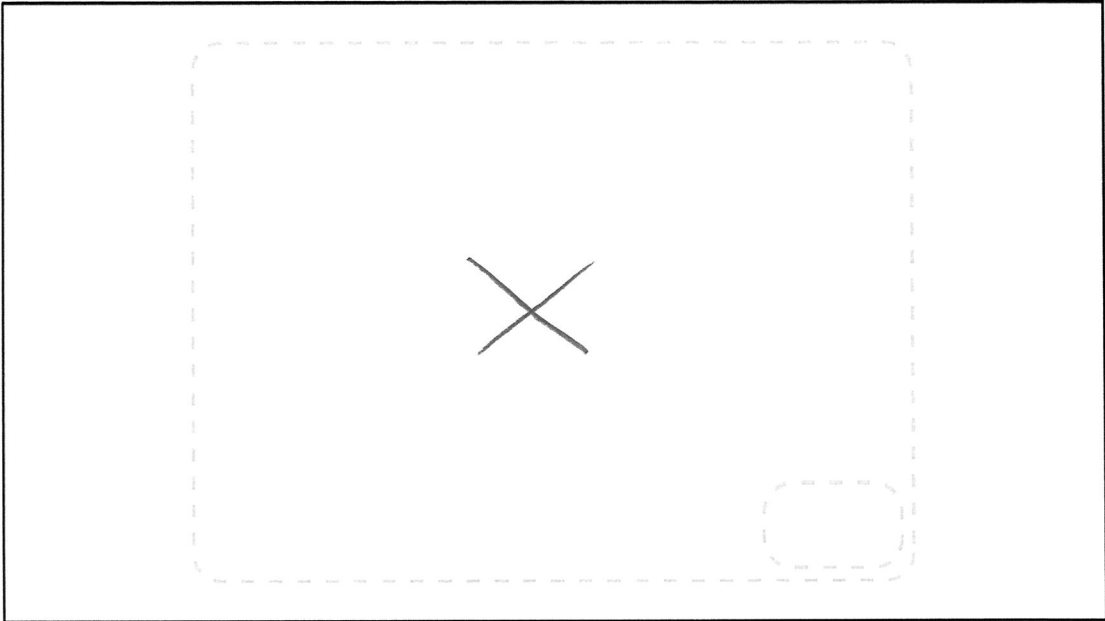


Sc.

Pnl.

Bg.

day night



Dialog:	SFX: CRUMPLE SOUNDS
Action:	-PATIENCE UNFOLPS FORTUNE TELLER.
Timing:	

EPISODE # 1042-251  
Production :

ADVENTURE TIME



Sc. 206

Pnl. B

Bg.

day night

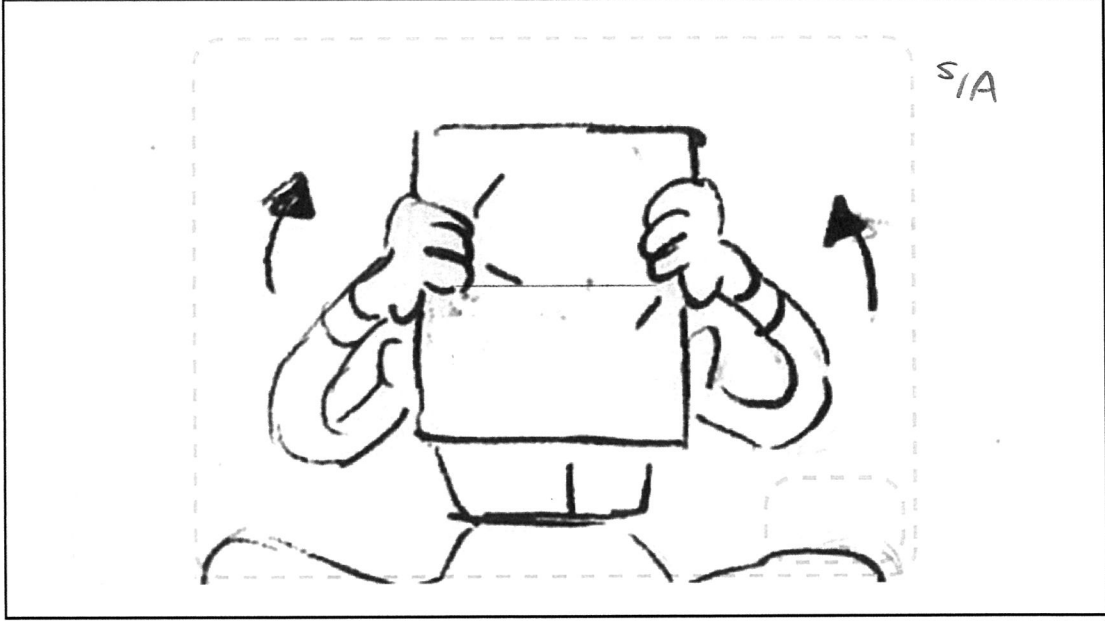


Sc. 206

Pnl. C

Bg.

day night



Dialog:	ST. P: WHISTLE
Action:	- PATIENCE HOLDS UP PAPER
Timing:	

ADVENTURE TIME

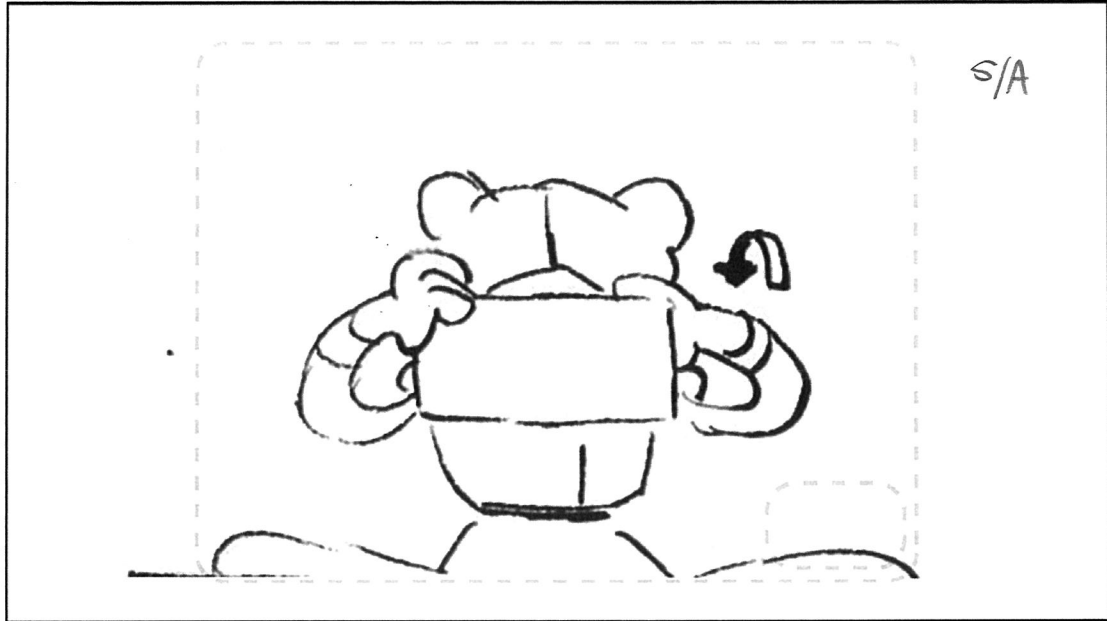


Sc. 206

Pnl. D

Bg.

day night



Sc. 206

Pnl. E

Bg.

day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



Sc. 206

Pnl. F

Bg.

day night

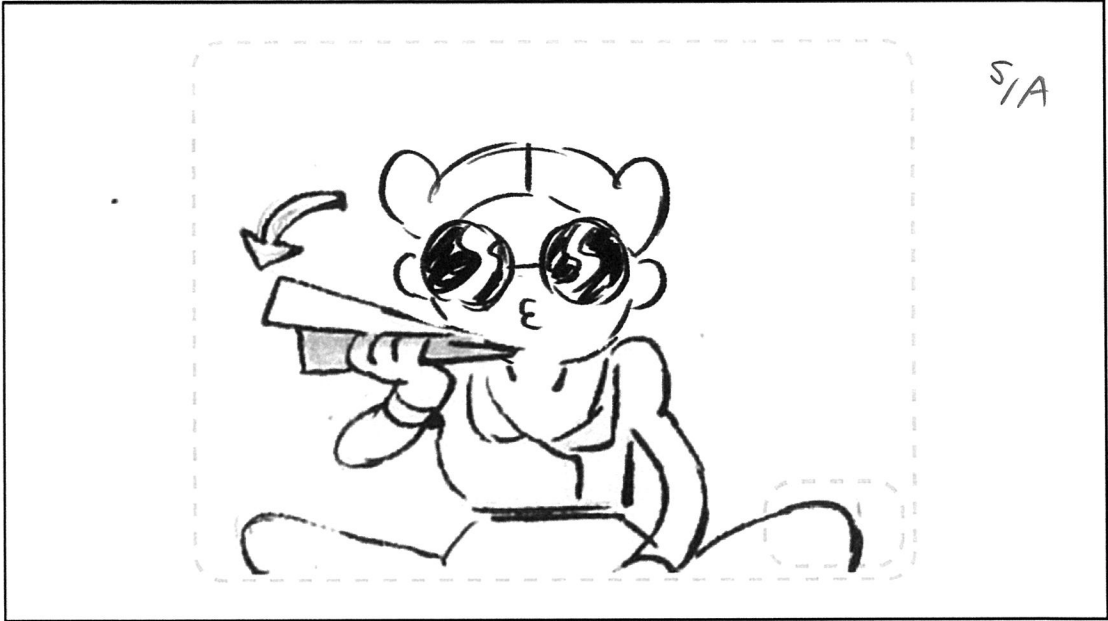


Sc. 206

Pnl. G

Bg.

day night



Dialog:
Action: -PATIENCE FOLDS PAPER AIRPLANE.
Timing:

Production :

EPISODE #

1042-251

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ADVENTURE TIME



Sc. 206 Pnl. H Bg. day night



Sc. 206 Pnl. I Bg. day night



Dialog:
SFX: * KISS *
Action:
Timing:

EPISODE # 1042-251  
Production :



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# ADVENTURE TIME

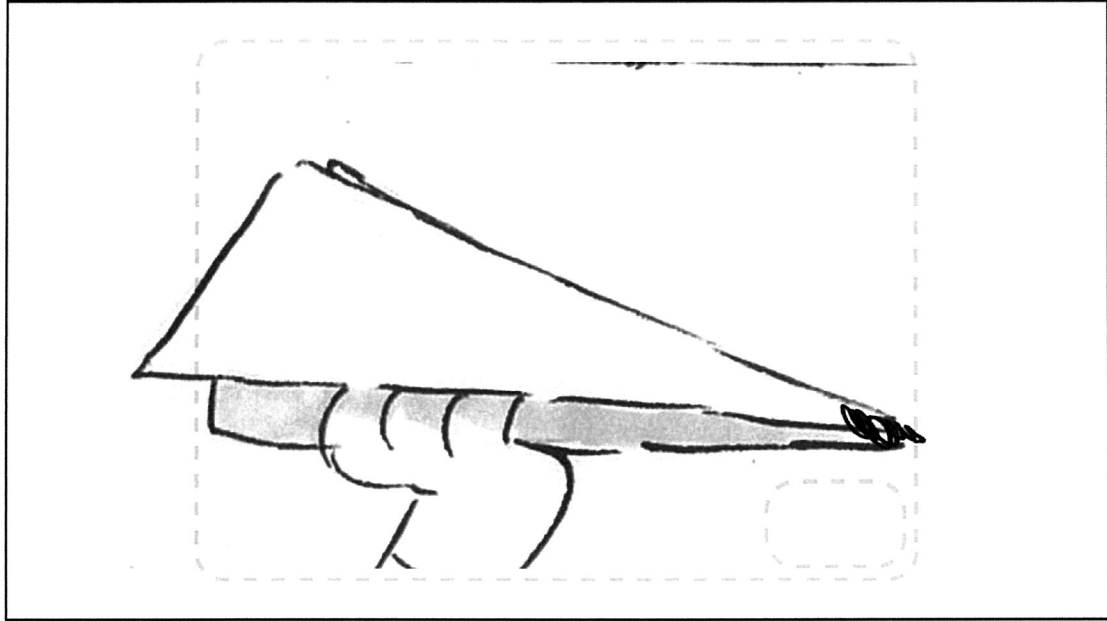


Sc. 207

Pnl. A

Bg.

day night

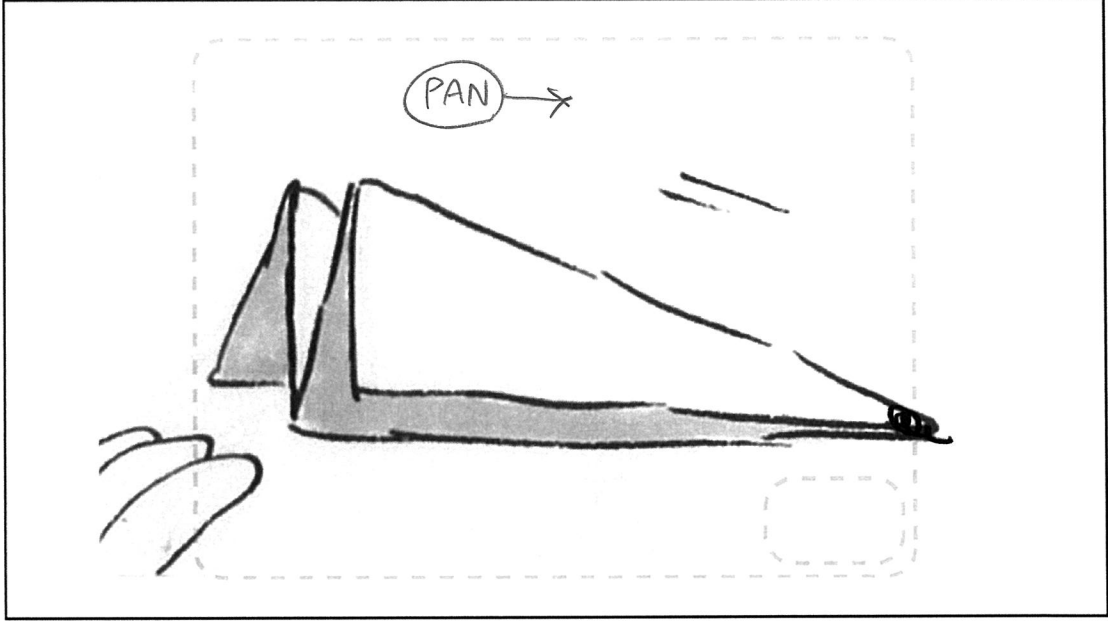


Sc. 207

Pnl. B

Bg.

day night

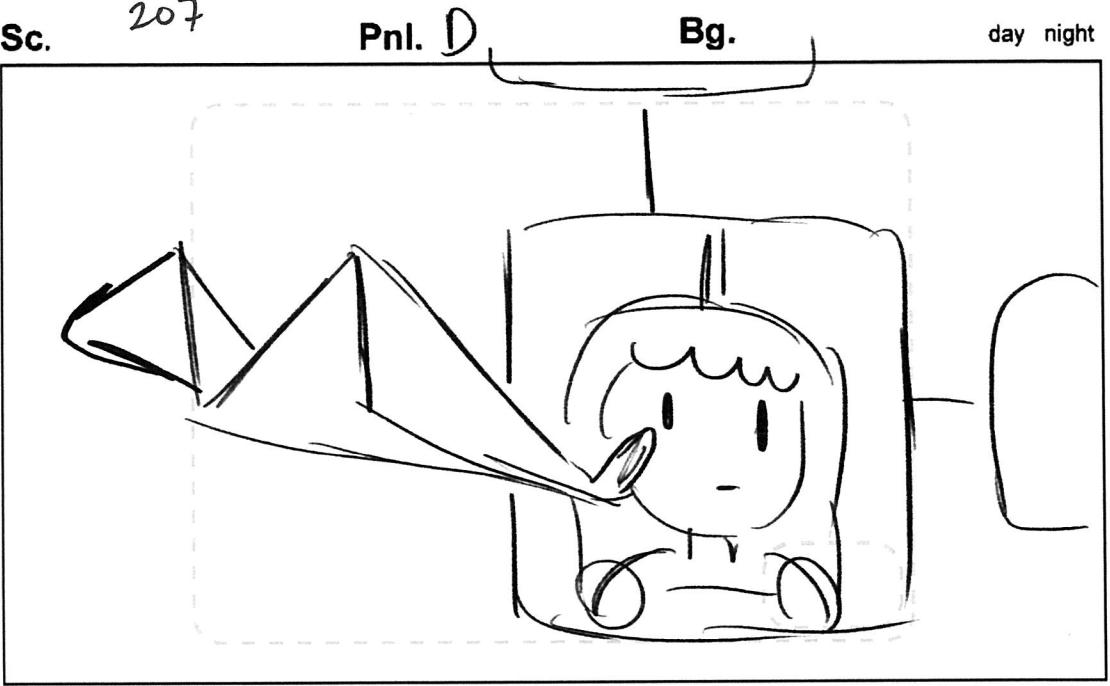
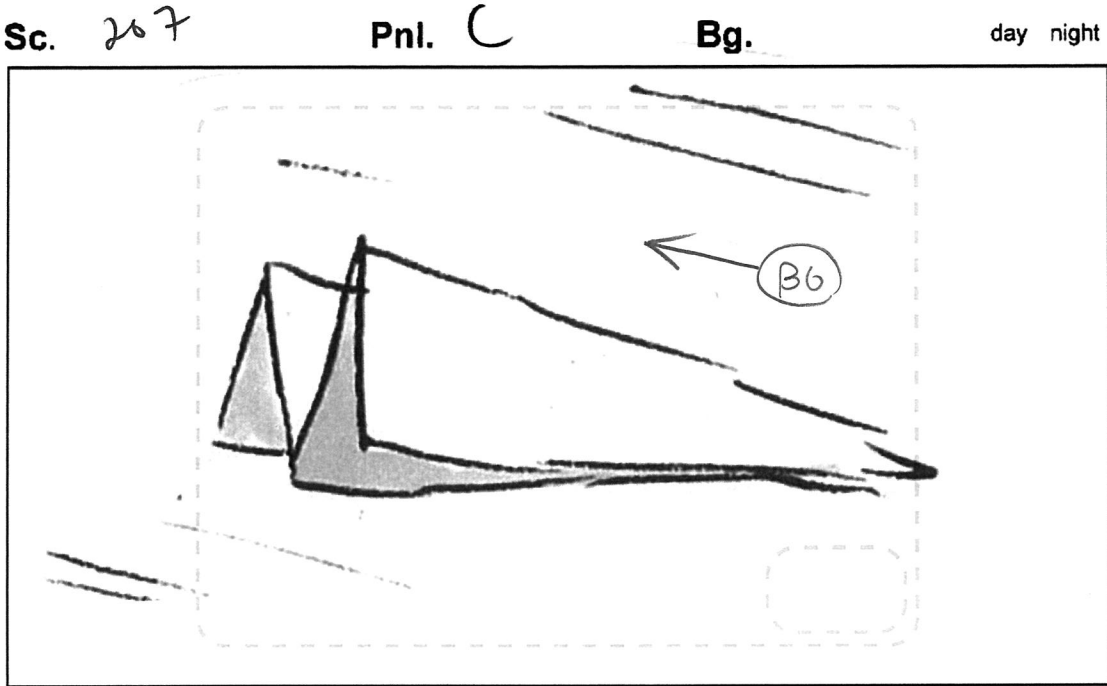


Dialog:
Action:
Timing:

EPISODE # 1042-251  
Production :

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# ADVENTURE TIME



Dialog:	
Action:	-PAPER AIRPLANE HITS PICTURE of PB.
Timing:	

EPISODE # 1042-251  
Production :

ADVENTURE TIME

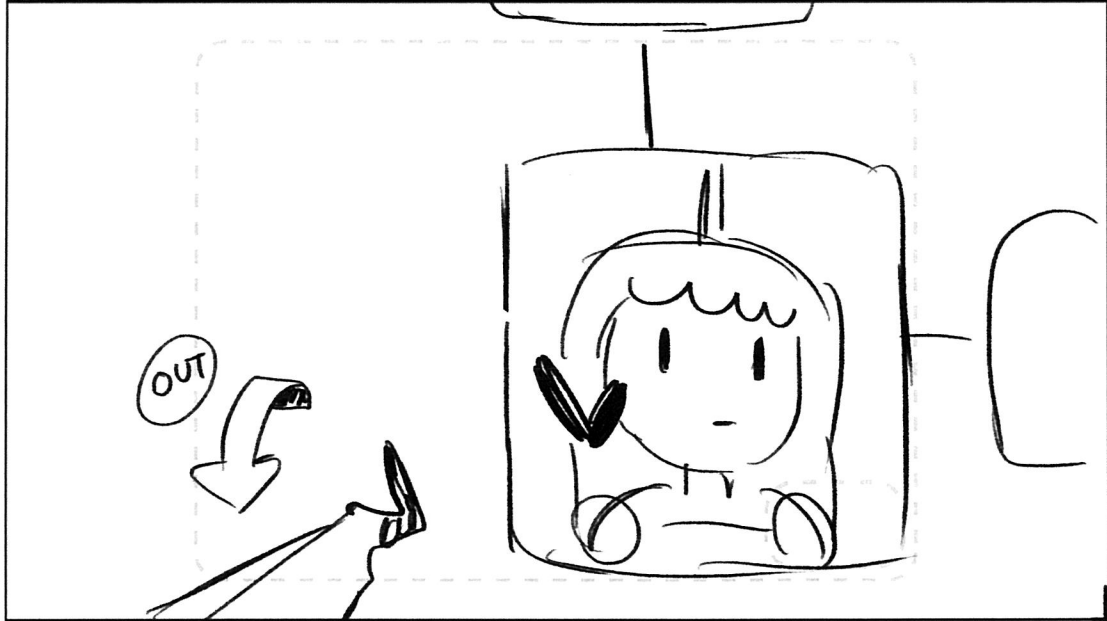


Sc. 207

Pnl. E

Bg.

day night



Sc. 208

Pnl. A

Bg.

day night



Dialog:	ST.P: * WHISTLE. *
Action:	(lipstick smudge)
Timing:	

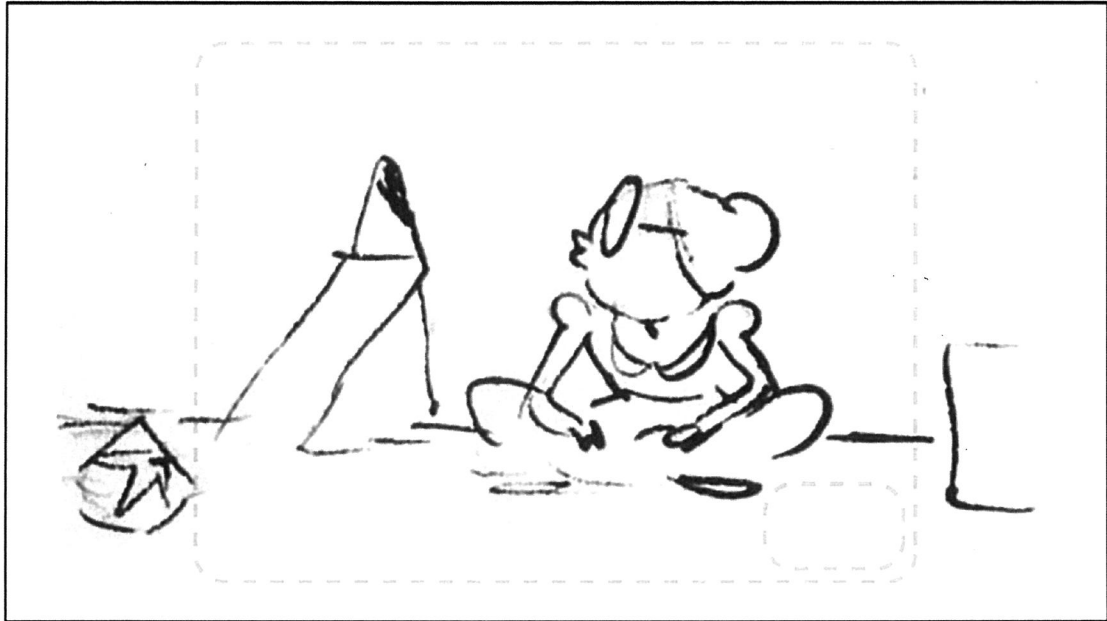
1042-251  
EPISODE #  
Production :

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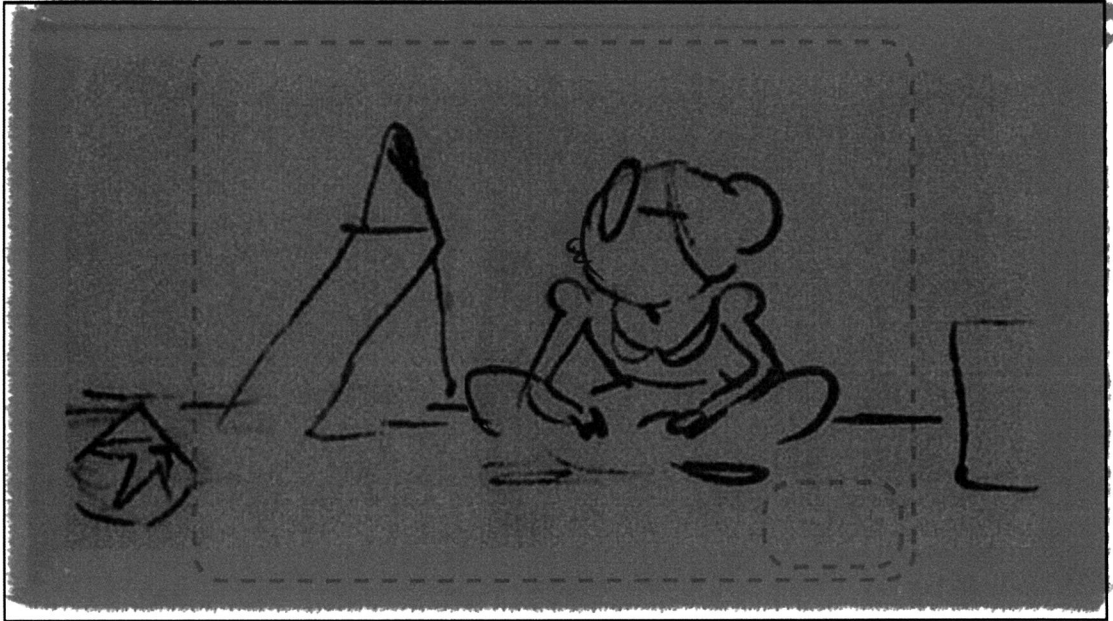
ADVENTURE TIME



Sc. 208 Pnl. B Bg. day night



Sc. 208 Pnl. C Bg. day night



Dialog:	(IK) WILL YOU KEEP IT DOWN DOWN THERE! SOME OF US HAVE TO WORK TOMORROW!	I.K: (O/S) GUNTER, GO TELL HER ...
Action:		- BEGIN FADE
Timing:		

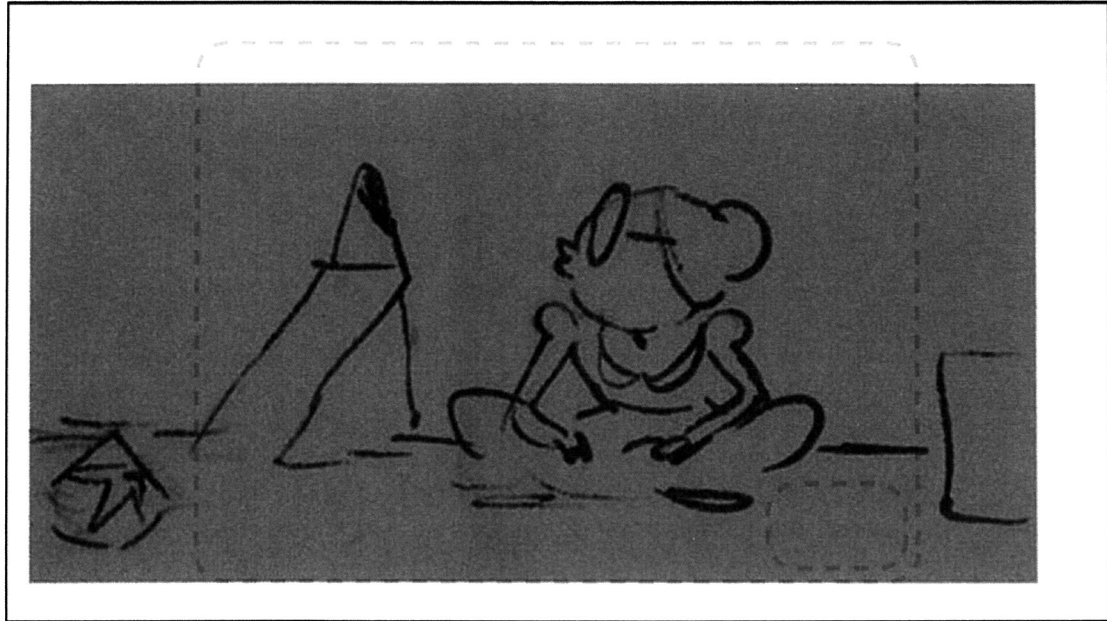
1042-251  
EPISODE #  
Production :

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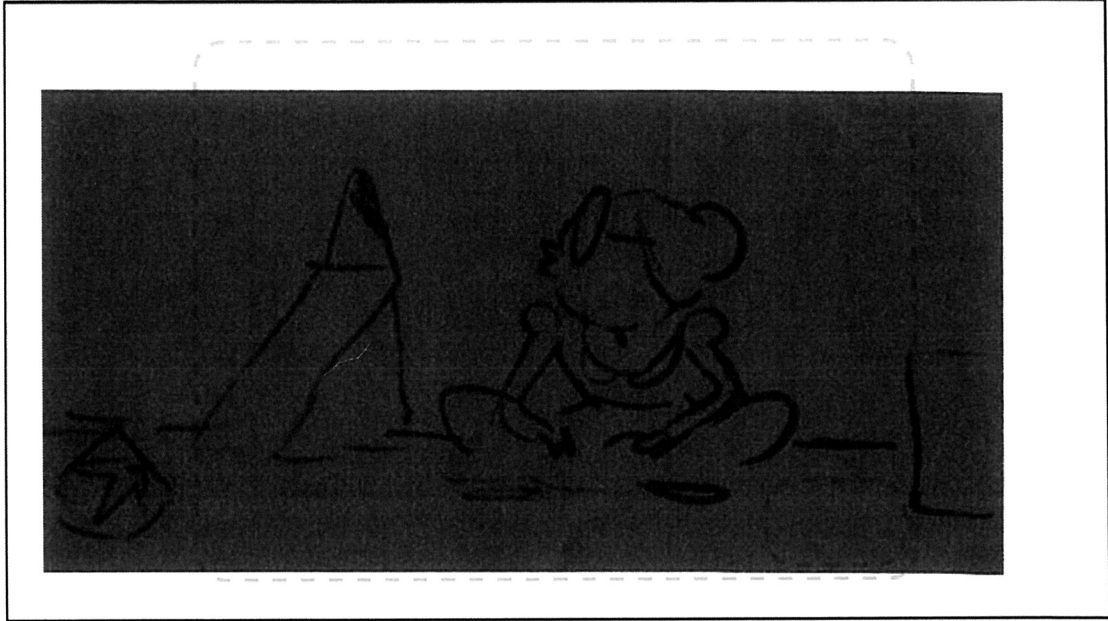
ADVENTURE TIME



Sc. 208 Pnl. D Bg. day night



Sc. 208 Pnl. E Bg. day night



Dialog:	<p>G: WENK! WENK</p> <p><u>I.K.</u> NO. I'M <u>NOT</u> JUST TRYING TO STEAL YOUR PILLOW...</p>
Action:	<p>-FADE TO BLACK</p>
Timing:	<p>THE END</p>

1042-251  
EPISODE #  
Production :